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# ontents





those to Darandar 38 billiars have seen val. and introducing the faigily weird and wachy Booky Yazz Bio Screen ware a streat eas and e conting

Man, Rambe III, and Book sternine Visinem Fantasy Role Playing trade ster.

Adventure regarders are to lor a flatly lime of it as Bards Lale meananthren Play masters John Rossics and 'o' hos

Arcade Action Book Dynamics dus and

Legang of Maker came under Clara Edgeley a Onraterling Joyanck Hager, Comp was a Least of Bella from Sealilms 110 Out To Linely and resident work in coloni 130

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It's a stonking good PC we gat? We gat lats. Start aff by checking aut the rale playing game launch af all time – Advonced Dungeans and Dragans, C+VG has exclusive first reviews of these mega launches plus a chance to win a stanking chance to win a stanking great pile of AD&D gaodies. Playmasters has a camplete guide to Bards Tale, you might win a lood of balls, and fax is packed with games, gadgets and fun. C+VG – The anly mag with stanking appeal.







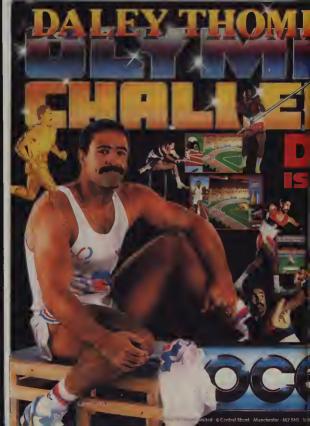
















## Veterans Day









## Tust Hang Minute...



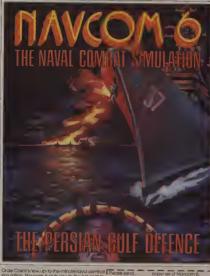




September for Amstrad, Speci (shown) and C64 Looks like a







slimulation. Navcom 6 puts you in the hot seat in Formal command of a U.S. worship stallioned in the Persion | Formal (C64 disk \$12.95 Cassette \$9.95 Experience the tension and drama of conying out BM PC/compatible, AtarST and Commodare card, survivillance, and especially in these Amico. \$24951 patrol, surveillance and escort duty in these

troubled waters Your Aagis Missile Cruiser is equipped with one of the most sophisticated detection and weapon Address systems. You'll find yourself receiving authentic 

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## Powerplay

elast le the 1 le 40 3D greghtice elleff le owerdrome from Etrajoselo Arie: It's a staristic socing elm (rom UX regrammer Michael Pawell, leetaring

gragement unchast Privall, leafarin
hamps, larse and oliding gates so
abstacles in a tow least jut rass
There are all reconsist on different
planes with different backdrops and
wealths conditions to be sween all
wealths conditions to be sween all

thereas is here year reser to optima performance and a sked player apples that appearance reserves that appearance is executed as a second transfer are view display also sing the following receive IT to set it lets. September at L14 Br, with the Avalga Following in Newcolber.





Paul Wookes to or vary Marty man indeed Mot only In his surrently working on Dannestee (see Jestum on page 12) ha a site of everyone about fem up celled Shaller II feelbuse on Bliefersector graphica is played Itom some vary

coks like e sort of 30 Asteroids. More news thes we have it, de for new you'll have to make n with this ecceptable.



Spit and Polish

Barry of Employ Stand Port Compa

Barry of Employ Stand Port Compa

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## Bruce Willis Invaders

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Papership hig Anin Zarpactopanggor elli soon be the undeputed hing of the sprilar or his little figure is premi on yet more programs from than one has the sights to the Frankley little spring the best of the frankley.

ort planning to convert ne se yet uprejusie hat Russias op the, the title for have have computer spects quis fluorities of faport title of the mod investme shift for Ostobers that since No not hall se yet the test one search produces.





### Interstellar Durevirt

As situation afterway to General 1. Tribing the result, Commany is east statistically to exercise the second and the second an













Barn in a time of peace, lived in the time of war; the shadaw warriar returns. Leaping the abyss of time he cames to fulfil his destiny!

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Cammodare screens shown.

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p 1988 System 3 Software



Remember the Brox series of Knightmere, the ewerd winning D & D style advanture geme that bright ened up Children's TV itsel winter? Five million of you do. Enough to sern it e second sailes. apacial affects elimed to "sake acciling steps in what wee previously the unknown", coupled with gameplay that will be more than familler to the Wayne's of this world make it a real irrest for all fantary fans. To find out what thay's reving elect, why not tune in el. 4.45pm was that he was the same and the wayne to the couple of the wayne of the couple of the man and the couple of whether the couple of what the couple of whether the whother the couple of whether the couple of whether the couple of whether whether the couple of whether whether the couple of whether w

ame to follow in the















Nintersia semain contident of merkal despite a world wide shortege of chips



everything from IBMs to Nintendo consoles



Into the

Hewson's Rack-It budget label strikes back with two newles for the coming weeks Baltle Valley is a desert base shoot em up where your tas to capture a terrorist base thin them.

in Scorpion you pilot a super-lank taking out squic aliens Still at teast they're ON COURSE THE SE STORY & PRODUCT

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Jedi Completes "Star Wars" Trilogy



## GERMAN BYTES

AN EXTRA SPECIAL SNEAKY PREVIEW OF SOME HOT NEW GAMES FROM THOSE "CRAZY" GERMAN BOYS.



The second secon











Whitespar (Wines). In what is a long of the sections, a district controlled to the controled to the controlled to the controlled to the controlled to the c



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s are more than a banch of blakes is







Kalamaner MET - Sover, 7 Ellers (Crime Tyse MI) It's year personal responsibility.



Challenger. The Army's realn kattle tank. All information classified.





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our specialist subject. Medern wasponry? Languages? Josefa Wardare? Thate are over 150 Irades was no



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Far a Carporal, starting pay before tax is a handso





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MACHINES: C64, AMIGA, PC, ST.

> SUPPLIER: US GOLD.

> PRICE: C64 \$14.99 (DISK)/AMIGA, PC, ST \$24.99. >> VERSION TESTED: C64.

Pool of Radiance Is about to change the lace of we know it

We've all seen The Bard's Tale and many other so called role playing games, bul AD+Dis in a ditterent leggue

For a start AD+D is the only computer game in existence at the moment that can claim to have been specifically designed as a lablelop was over len years ggo by the man who started roleplaying off.

Gary Gygax. Since its arrival on the market, tablelop AD+D has been expanded refined and generally improved in many different greos. The compuler adoptollon of the garr was only held back by the limitation of computer lechnology The advent of the 16 bil computers has made AD+D possible.

ISR created the storvine to the adventure, whilst the SSI teom, lead by Chuck Kroegal, developed the

computer game Kroegel has flirted with compuler role playing before helping develop Phantasie and several other lantasy games.

Considering its bockground, it's surprising that the game so adheres strictly to the AD+D labletop rules and mechanics From the first glance of this product you know you are in lor something special as the packaging is superb. The pox has excellent artwork

your attention. Upon opening it, you gre you is the FOUR disks OK. I know a couple of other games contain four disks. but how mony of them are eight sides (count 'em) of

written and interesting 28 page Infraductory booklet This goes on to unravel some of the secrets relating to the game and generally arplains the concepts behind It. II lells you how to create your party of six bold adventurers, which in reality is no easy task Each

character, as it represents their vocation in Ille. There is a litth option however for non-human characters They can elect to become which allows them to become a mixture classes avallable However, In true labielop fashlon, the advantages are balanced with certain disadvantages. Their

progression within the

game system is slow, so

game, where players roll sided dice to delermine their characters obtilities and select the best three results Each character has a "Prime Requisite" ability score, which means in Invoerson's terms. "the one special ability

Next up is all gnment, a table top ranks for many vears! Allanmen! is the philosophy a character lives by. You control the actions of your characters

nev tend to die more



Individually and a decree ol lorethought is essentiat at all limes as || is a

For the novice, the character creation process could become the lour character classes avallable, Fighter, Cleric these closses to your

regularly Il then explains that each character has six oblittes. Strength, Intelligence,

randomly generates the adventurer has, Each ability score has an effect scores are based on a range from 3 (the lowest) to

back to the toble lop

alignment can effect the

game view II. The final stage is the design of your once on This impressed me no end esign of your character. as there are so many options. You can start off by would like your character a limited selection of weapons and shleids Next your character's clothes

it then goes on to explain the concept of death, which will come swiftly it first old and/or maalcal healing isn't applied to compat worn characters, it you are unlucky enough to lase a character, it may well be possible to resurrect hem depending on two and manner of death, it the deceased has a low constitution, then you have







4 Kenny Rogers, Matt Bathy - how homnie the living and it they died

via a Dragon's flame or o disintegrate spell, they have no chance at all Combat ollows for a wide range of both tactics and strategy to be applied os eoch character is moved an an Individual basis. It can be as slaw or os fast as you like, because

at the quick aption that toke over the combat and run it rapidly

Through combat and the you build up your experience points When you have reached a certain level of experience, and have the money, you can go to training school and enhance your oblittles. This levels, which makes your characters more hordy and proficent in their



A Kensy 'n' Mott in

oblittes You then move onto the provides the background to "Pools". It is a 38 page booklet that includes thers know before beginning read of this is a must, as it provides some very important and essential gnored at a player's peril.

So party created and background read. It is off to Adventurer's Journal, which adventure in the land of Moonsea, where the game is based. And what an adventure it is!! You start oil In the city of Phian. Your back to its former glory. But how? Well, you could (and should) stort by getting paly with the town council. The council will post messages on the woll of the



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missions that the council would like you to do not would be you to do not have you to go to the sound to the young and order of fown of months, you have you to the young and you or the young to the young the young to the young the young to the young tout the young to the young to the young to the young to the young

On the course of your adventure you can talk to almost everyone. You meet a literally thousands of people and how they react depends on how you speak to them. If you agree to parlay with them, you have tive choices of



Shades of Gaussies as this brilliant RPG

Perions

oppreciated.
Overall Pools is a game which no role player or adventurer should be without and people new to role playing should seriously consider buying as an hindustory guide.



A Kenny for Mart in ... (just worth it, captions winted Meet)
Conversational tone,
Deling-Hauighty, Siy, Meek,
Nice and Abusive Some of the Non Player Characters
(MPCs: people controlled get on with the

who specially will even menus that control you. I will even menus that control you. I would specify the computer, will even menus that control you. I would specify the specific menus that control the specific menus that co

Flowever, andose wisely. Such grant set would input in this game is the wang order, much to individual Certain people with wish you il will by te join you. They can be triallost with well sey on you. The grophics are very good for an 8 bit moothing the little set will see you or maximum effect to go for maximum effect in the copy of the cop

Information to your enemies and they may even turn on you in battle. Furthermore treat NPCs bodly and they may desert you, even in the midst of a

The grophics are very good for an 8 bit mochine Kroegel has certaintly tried to go for maximum effect here, offhough at limes they could be considered lurid. The game also plays quickly and there is a minimal amount of disk changing for such a lorge



Here's Poll your ansays due

There are a lot of nice

little touches as well. The

Translation Wheel is

beneticial and not a

starting off hints were

hinderonce, the NPC's

deliver some very nice

lines of conversation, and

the quick start option plus

comea performances, and

game. This came as a welcome surprise and once more shows Krogei's PLAYABILITY

versatility.

The roleplaying element is just what can be expected from TSP — CRAPHICS

ts just what can be expected from TSR – excellent. There is also an overall friendly crititude.

UPDATE . . . So for only evoltable on

Commodore disk — but a tope version is planned, PC, Amigo, and ST versions will follow in that order over the next tew months, No Speccy version planned as yet though — 0%0/TSR plan further releases.





Remember Raffaela Ceccos' action packed Cybernoid - The Fighting Machine?

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► MACNIMES: C64, ST, AMIGA, IBM PC, SPECTRUM, AMSTRAD. ► SUPPLIER: US GOLD (3SI). ► PRICE: C64/SPEC/AMS 59.99 CASS, C64/SPEC/AMS 514.99 DISK, ST/AMIGAREM 524.99. ► VERSION TESTED: ST.

VERSION TESTED: ST.

If you are a well cool FRPer who is more than worth his soll, skip Ihis paragraph, il skip this Once upon a time, not so

you are a computer gamer who is wise on what's going down at the moment, also

here. The official AD&D Compuler product. Hernes of the Lance follows the adventurers in search of The Discs of Mishakal which are guarded by Khisanih, a huge black dragon, deep in like ruins al the lown of Xak Tsgroth The region this band of seven plucky lads and one bimbette (I should write for the Sun) have to get these circles of sanctuary is to slop the odvancement of The Queen of Dorkness Into the land of Krynn the last 'n' is slient, by the way), the mystical land first brought lo light in the Dragoniance who don't know. The Dragoniance chronicles



GOLDHOON:

than cleric it's inkhown b

Press alw key





actually) a couple of guys heoded by Gary Gygax pul lheir heads together to try and create the ultimale game. What they come up with was the list (and to my

Dragons. So successful was Ihis venture thal they expanded the single basic set of rules and the few meagre 'ready-made' adventure modules to a huge 5-sel game And II's still growing On lop of that. they created Advanced Dungeons and Dragons. more detail in their

moke-belleve worlds There have been many Imitations, but it's lingily

are the diary of a band of FRPers who decided to let gol up to behind closed The Novel' next month

Unlike the other AD&D gives you your characters lao. You've got (in order of size) Tonis the Ell A born fighler due to his high Strength and Dexterity, a character well worth hoving 'up Iront'. Cara Majere A seasoned lighter, he lives for bottle and usually wins due to his almost freakish strength. Raistlin, Raistlin Weak

though incredibly clever



## F THE LANCE







the abvious pralession far this puny excuse of a boy was Magic. Probably the most inexpendable at the group. Sturm Brightblade. Bearing an almost unbellevable

resemblance to Derek Smalls Irom Spinal Tap, he was graced with Knighthoad at a young age. Wherefull, Kothed as stoned as Young to the stoned as those dar lying to his elater. He tald lihem a maglo staft he tound was maglo. When asked to have the stand the stand to the stand to

diminutive size The girlle al the party, and the only ane with a healing capability, so dan't let her get killed. Rather than have this as a true, straight RPG. USG

system not unlike the Windowmation system used in the Magic Knight games, Spellbound, Knight vme and Stormbringer Pressing space brings up a menu with which you can manipulate all the abjects and people in the game Far example, you can change the marching order by swopping the Why bother with that? Just like the Bard's Faleseries only the first four people can be invalved in any cambat of any description their bottams waiting to be called to the lorgy. Also for magic spells, to call up characters stats and much

mate, thing I haven I tall you yet, even though you've even though you've probably warried it out from the screenshots on this page, is that this game is an aircade adventure, and on RPG "Natid on a RPG" "Natid with a RPG"

full RPG, and very good it is

Viewed akin to Dun

Viewed akin to Dun

Be Jarach, yau parly is

represented by a large,
wanderfully animated (if a
little slaw) plocy of whoever
is trist in yaur marching
arder. This is the character
yau have full cantral aver,
the others are assumed to
list be tagging along.
The graphics are

ionizatio. All the sprites ore gargeously declaided and companyly commerced or companyly commerced or companyly commerced or companyly commerced or companyly companyl

page You get all this, plus a very big playing afea, very big playing afea, and a second playing afea, and a second playing afea, and a second playing a second

the marning has to be warth checking out. Wauldn't you agree?

- ► GRAPHICS
  ► SOUND
- ► PLAYABLITY
- ► VALUE ► OVERALL

### UPDATE ...

The ST version is the tirst version to hif the shops — though versions for oil systems will be launched throughout the Autumn. Given that the ST version has three disks — expect some kind of multi lood system for Spectrum and Amstrad.

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8

## Before November 5th. smart guys save £5 on their Young Persons Railcard.



Offer available September 11th to November 5th. A Young Persons Railcard now casts £10 instead of £15 and gives 16-23 year olds to affirm strail travel for a whole year. Pick up a leaflet for details



tast-movina vertically scrolling shoot 'em-up similar in style to Flying Shark. It consists of two phases: In the lirst, you have a plane armed with missiles and bombs, with which you must clear away as many as possible of the enemy tanks, planes, hellcopters and aun emplacements, If you survive this phase, you get to drive through the remaining delences in a leep armed with grenades. At the end of this section is the glant lobster teatured on the cover artwork and he's a devil to knock off.

Phase three is very much in the style of Trantor of Impossible Missian: you move along carridors take you deeper and deeper into the complex Hopping, llying and slithering oliens assault you from all sides, but at least you don't have to worry about ammunition It's unlimited in this section. Finding operating switches to activate liffs allows you to move peater and peater to your final encounter with the horrillo Goo

The Vindicator is really three games in one, and unlike many efforts of this kind each game is of excellent quality and has plenty of original autres You might end up cursing it for taking up so much of your time, but you'll never rearet buylna It

- ▶ GRAPHICS
- ▶ SOUND
- ▶ PLAYABILITY
- ► VALUE ► OVERALL

The Commodore 64 version is due out very shortly, with a Spectrum version in a few weeks. Despite the mention on the current advert, there are no plans for an Atari ST version, or for that matter an Amiga conversion. Pify.

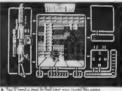
► MACHINES: AMSTRAD CPC/SPECTRUM/CBM 64. ► SUPPLIER: MAGNE. PRICES: AMSTRAD £8.95/£11.95 DISK/SPECTRUM £7.95/£10.95 DISK/CBM 64 \$8.95/\$11.95 DISK ► VERSION TESTED: AMSTRAD

CPC. PEVIEWER: CHRIS JEHKIHS.

He's tough He's mean, He's got a finy little head and arms as thick as your forso He's the Vindicator, and he's the hero of the lotest Imagine romp, in which, guess what, you're the only man alive who can save the Earth from the invading allen hordes, blah blah

This is a very tenuous lollow-up to Green Beret -In tact the words Green Beret 2 don't even appear on the box artwork, and the chap is kiffed out in cool shades and a big gun rather than a tlappy areen

It's a three-part game consisting of a 3-D maze followed by a vertically-scrolling shoot-em-up and finally a platforms-and-shooting gig i.lke all maze games, the lirst halt gets pretty tedious unless you're prepared to get out the Cravolas and moke a map It looks nice, though; comoutlage-drab corridors, sliding doors



piles of crotes and equipment, and the inevitoble slimy ollens. As vou make vour way hrough the maze Investigating each room in turn, you must shoot it out with them, ducking under their tire and melting them Into slimy puddies wit your energy gun. The allens carry ammunition liff posses and computer code-cards, all of which you will need to complete Computer room, you must log on" using the

the maze. When you find a appropriate card. There's an Inventory display on the top right, which you llip through to select the correct card, and different types of ammunition You

alsa have to keep your eye on your oxygen level. The allens breathe some sort of polsonous muck, so unless you keep finding supplies of oxy-gum you'll be really choked -- literally. The best Idea is to make a note of the locations where you find gum, and return to pick if up when your oxymeter runs low The aliens ore very nicely UPDATE.

designed, but don't present much of the challenge. The main brain-strain of the tirst section involves making your way through the maze and linding the passwords which will allow you into the elevators to the other levels

Level two is much better

Q

ġ

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N TESTED: CAA

Thalamus has already hit the headlines with two

upon themselves to prove

arcade-quality game on the C64 And they have it teelings of scepticism are

horizontal scroller in the ocross a series of allen guardian who is disposed of before the next level is loaded separately and graphics data What takes Commodore gaming weepons charge is to helphis previously depleted and it slawly

At the start of a game. lloats in front of the craft

Each ship starts oul with two double-shot (frepower Ihree superweapons gives a massive perial

but mare powerful laser bursts When a superweapon is fired, the regenerates, represented

As the player progresses gives an extra double-shot

(up to six double shots), and the second and third repower respectively devastating addition to six double-shots) and fifth is reversal process. Sixih and seventh are generators recharge time. A complete







HIT!

generators gives a very quick recharge lime, so devasiation (and

salisfaction) it a pod is The lirst level is set in a mechanical city, where electric lorcelleids and

emplacements await to desirgy the player. Swarms clivscape, and collecting praceed through the rest of unlike onything I've ever seen on the Commodore

It's hall a screen high and

spins around the screen at on owesome velocity Next comes the runs consisting of broken pillars

bamb-spitting gargoyles and even more allens. The and comprises al backgrounds inspired by Hans Rudl-Gelger's so bald in say that It knocks sonis of the second level of

Later levels include a with a myriad of swirling

iusi skin deep - II's shoot 'em up I've gameplay is incredibly unlegsible amount of Oliens swirling and whirling ground the screen Once again new graund is braken with up to 20 of your

same time - and na The difficulty level is yoursell glued in front at repeatedly play just to see whether you can gel to the next level, addiction (an') the word for II - Armaivte gavernment health

I seem to have superlatives in this review. but believe me Armolyte simply the absolute pinnacle of Commodore many will lind nigh on

Buy II, and experience periection in motion.

> Q ģ

> R

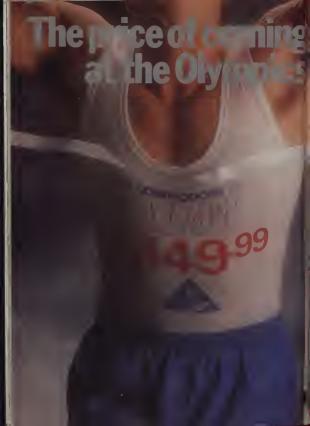
- GRAPHICS
- SOUND VALUE
  - PI AYABILITY
  - 0 Q **OVERALL**

### UPDATE ...



8





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ask about the C64 Olympic Challenge pack. Or telephone 0800 800 477 for more details.





# time-transferred weapons

- materiolise in front of your eyes, you are Rocket Ranger! The short novella enclosed expains the MACHINES: ATARI ST. capabilities of your NIGA. SUPPLIER: MIRRORSOFT. PRICES: \$29.99, VERSION TESTED: AMIGA. REVIEWER: CHRIS JENKINS
  - weapons, but there's an element of trial and error in working out how to use

aption from a small menu. The real plot begins when top scientist Professor

Ramslarlf and his gargeous pouting daughter Jane are kidnapped by a Nazi oirship. The main strategy section of the game is controlled of five sples in atvitive countries, in

found only on the moon! then fly to each suppl dump and tight for what you need. Once you've tigure out how to assemble the ship in the Rocket Lab. and how to use the fuel Depot to charge your space ship and racket

You won't be ald enough to remember the cinemo B-movie seriois like King of the Rocket Men and Radar Men from th Moon which Inspired Rocket Ranger Fortunately, great serials like these, Flash Gordon and Buck Rogers, are being revived on Saturday morning TV, so now you can see what you missed in the 30st Rocket Ranger is the latest, and easily the best, Cinemoware game from Mirrorsott, Like all the Cinemaware range, it equires state-of-the-ort grophics, sophisticated

music and sound effects. and snazzy packaging This time they've remembered to put o game in too!

The big problem with early Cinemaware titles like Defender of the Crown was that while the graphics were stunning, there was very little gomeplay, so you could see everything to play It again Rocket Ranger doesn't have that problem at all; It's a complex blend of orcade and strotegy sequences guaronteed to keep you playing for ages Using clever digitised

photo-montages of maps, historical photos, and even a little animated Hitler, the prologue sequence explains the background to the gome. As government scientisi Cody, you are chosen by resistance tighters from a the super-science of the victorious Nazis, to receive the technological gifts change history. From the noment when the

One of the most entertoining aspects of Rocket Ranger Is the way in which the 30s serial has been lovingly recreated without a hint of parody. designs of the costumes. racket ships and other pleces of technology: the helplass heroine constantly getting into dongerous scrapes: the potty professor. The evil sadistic baddles and the oliti-hanging perils are all lhere, It may not be as up-to-date as your Star Wars or your Terminators but it has a charm all of its

Each new episode is Introduced by cinema-style captions and stirring martial music, and most game choices are made by selecting an



your oftempt to thwart the Nazls. By using the menu system to Issue orders, change priorities and monitor messages, you must discover live hidden sections of a space ship,

and its fuel supply of



packet. The key to success In the game is in discovering and stealing supplies of lungitum than handling them properly to reach the climax of the game on the Moon

While the maps and graphics al the Introductory sequences are fine, even better are the animated groade sequences, beginning with you trying to lake aff wearing your racket pack. To calculate the amount of country to another you must use the card Decoder Wheel supplied (a neat

crumpled heap II you get you timing wrang. The more fuel you carry, the harder it is to take aff. A up the destination screen where you click on the country you need to yiell there without running out of

ale in rescuing Jane from worth pointing out that like Defender of the Crown, the graphics at Rocket Ranger make liberal use of allinting thight and plunging cleavages: telishism and bondage, so on the whole it's prett unsuitable for adults

Oddly enough, there's and hapa that you can get no game save leature, the manual claims that a complete gome narmolly tokes anty on hour which sounds to me like on

il there is a problem with Rackel Ronger II Is Ihat there is a certain Inevilable amount ar repaillian involved in playing the game, Untike say, a straighforword shoot em-up, where you progress from one level to the next blasting challenging waves at shares same at the features af an adventure gome II you toll to complete one section, you won't necessarily lose the game; you'll just find yoursel situatian, forced to play Ihraugh the scenario ogain Basically this is only likely to become o problem II you gren't any goad at playing the game!

► GRAPHICS

▶ SOUND ► VALUE

► PLAYABILITY

■ OVERALL UPDATE ...

There's a Commodore 64 version of Rocket Ranger planned for October. Cost will be \$14.99. Early in the New Year there'll be IBM and Atari ST versions.

The next Cinemawor interactive video game will be Lords of the Rising Sun, an ariental strategy ame, initially on the

Also in the pipeline are three sports simulations: TV Sporis American Football first, tollawed by





▲ "That she blows, Jim lad!"

anti-piracy technique, by the woyl, in the Take-off sequence you run along the Fort Dix parade graund, hitting the joystick you reach take-off speed. and push farword to launch - ar land in o

There are eight excellent

groade sequences such as the episade in which you have to intercept a lleeing Zeppelin using yaur Radium Pistol Later episodes see yau tighting off Messershmidt tighters (yeah, you heard me

Ta ald you in your mission vau also have a wrist-computer in and lacation except Fort Dix

VIIII can access the camputer to pick a new destination, ar call for help It you have run out of fuel. The monitar will also show you some pretty gruesome basketball and baxing torture scene it you are too games later in the year







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SPECIRUM/GO4.
► SUPPLIER: FIREBIRD,
► PRICE: \$7.95 SPEC CASS \$9.95 C64 CASS, \$12.95 C64 ► VERSION TESTED: C64

PREVIEWER: JULIAN RIGNALL Andrew Braybrook has been very quiet since the much-delayed Morpheus was released at the

beginning of this year. He actually tinished programming the game last September, and smce then has been buslly working away on Intensity. his latest game

Unlike nearly all of Is guilded onto it to tinish Braybrook's previous games, there's no shooting or scrolling, although Intensity does bear many of his hallmarks, including bas-relief graphics. excellent presentation and Paradroid-style sound

officiale So, if there's no scrolling or shooting, what do you have to do? Well, the action is set in the far reaches of the galaxy on a distant space station Allen torces have Invaded, and It's up to the player to rescue the colonists from the occupied sections of the station using a skimmer

and remole control drone. Each screen is viewed from above and represents a port of the space station. The player has the skimmer under his direct control. and there's also a remote control drone parked on the ground. It's moved by pressing the tire button, whereupon It litts off and moves to the point where the fire button was

depressed Make sure that the skimmer gets out of the way of the drone. Ihough, as they can collide in

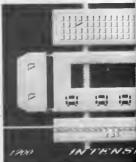
mld-air, destroying both Landscape features vary from screen to screen, but each one has at least two arriocks, from which the colonists emerge, and a landing pad. Colonists ahempt to walk towards the drone, but since they only walk in straight lines often gel stuck behind on obstacle This is where the point of the drone movement comes m: and the drone is guided to a suitable place where the colonist may board. When enough people have been picked up, the landing pad flashes, and the drone

the screen Every time a colonist is rescued, an R appears and floots around the screen. It it's collected by the Skimmer, a resource unit is added to the bank These can be used to buy taster and more powerful skimmers and drones although they often take

time to build, so order early. There are five type of alien craft Spores, Stalkers, Podules, Trackers and Nuclons Stalkers are the simpliest life form, and are destroyed when hit by the skimmer or drone, or when

they collide with a landscape feature or one another. If one lands it turns into a Stalker, which is again destroyed when hit by the skimmer or drone It It runs Into a colonist it turns into a Nucton, which heads towards the drone. downgrading or destroying it on contact. A

smilar reaction occurs it it



▲ Braybrook's latest unsurprisingly sports bas-relief graphics.



A Intensity a mixture of old ideas and new, but uninspiring games







taster The mission ends when all skimmers or drones are destrayed, a the tinal screen is reached whereupan an escape shuttle is launched fram

the station Although Intensity has a nicely thought aut scenaria and some neal touches. The gameplay is dull. The game merely consists of moving the another and running the skimmer Inta aliens, and for me that just Isn't excll ina The lack at variety in the aameplay saan gives rise to apathetic teelings, and f lound my attention wandering after a couple of sessions there just isn't enough in the action to keep you playing far a long periad at time.

The bas-reliel graphics and very standard lare. and many of the backdrops are comprised al what laoks like cast-aff sections from Unidium, and the sorites are similar to the ones used in Alleykat. Even the sound effects are similar to the ones used in

Paradroid and Undium! It yau're a Braybrook tan Iry before you buy: you might find yoursell disappointed - Ecertainly WA

▶ GRAPHICS SOUND VALUE PLAYABILITY 5

► OVERALL

UPDATE ...

The other Graffgold founder, Steve Turner, is currently putting the finishing touches to the Spectrum version, which will be out of the end of September, Obylously the graphics will be different.

but gameploy will be identical.



# Profile

Andrew Braybrook lirsi hil the limetight with Gribbly's Day Oul, his lirst original game which was released by Hewson back in mld-1985 it's an excellent little game and lealures ones of the cules characters ever to come oul of a

Commodore 64 Eager to repeat that success, Andrew warked busily on his next protect larsix manths, and the linal resull was Paradrold. which was received to of theol acclaim and was widely regarded as a classic

Undlum followed, and again was accialmed os o classic II's a twa-way horizonfally scralling shool em up sporting some excellent bas-rellel graphics, which were swiftly becoming a Braybrook

By now Broyblook had a strong tollowing, wha awalled impaliently for

his next release II linally arrived in the guise of Alleykol, a vertically scigling race game Allhough II's a good game. Il did have one major Haw which ollowed a player to complete screens very easily, Still, the graphics were up to Braybrook's

usual high standards In early 1987 Andrew started work on his mast ambillous project yet Morpheus, When the gome was linished. much contraversy was caused when he and the rest of the Graffaoid learn signed to Firebird A court case followed. but Hawson couldn't stop Firebird publishing Morpheus.

And now, after a string ol greal games, produced Intensity, arguably his most disappointing release vet Has Braybrook gone aff the boll?

Write In to C+VG and let us know too.





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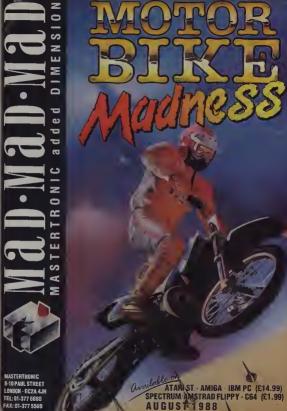
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> VERSION TESTED: COA.

> REVIEWER: TONY DILLON.

Typesoff's latest release is the most beautifully polished and presented Olympic simulations since Summer Games II. The only problem is that it's too small, with anly five events to challenge the player Still, what you get is very

First off is the skeet shooting. There are seven stations positioned in a semi circle around a field and at either end of the ring are the skeet launchers Using a crosshair, you have to alm your gun in the general direction of the skeet and try and hit il before it drops to the ground Your figure is positioned in the centre of the screen, and what a big before, the graphics are great. I porticularly liked the growd in the bockground and the two TV camera's that track your every move

Next is the triple jump Viewed from behind. above and to the right of the runner, you have to Iry and get his speed up to maximum and at the

appropriole moment, hold

A Skeet Shooting hurdles, and after oil the others, it's a bit at a let down, Waggle your

1.Eugene Been Knocked In Round I Score 182

▲ The Fenging eve tellow he is too; fully animated as well. As you Swing the Crosshalr ground the screen, he swings his gun, which is smooth and

Then you've got the lencing. Ywo large and well-drawn opponents line up with each other, salute. and try and see who can slab each other first. The computer opponent seems to have the edge over you in the respect that he knows the exact distance to stond to give you the sharp end at his fall. As

down the fire button to

achieve the perfeat Jump. No onto the diving. This is done in much the same way as the clitt diving in World Games, except that you naw have a lot more control. Using different Joystick directions, you have to make your twist, file and tumble, as well as making him straighten out just before he hits the water. As usual nice big graphics and smooth animation The last event is the

Joystick to get the man to run laster, and then the to make him jump. At least the 3D update is smooth.

great game, but lacks the lasting appeal that makes It worth the osking price.

▶ GRAPHICS

► SOUND ► VALUE

► PLAYABILITY

► VALUE

UPDATE ...

The ST version has some wicked graphics, though slightly smaller than the 64's and boasts different control methods if plays just as well, in some cases a lot better, nd is one at the better orts releases on the ST at the moment.

The Amiga version should be graphically impressive, and will teature the same gameplay as the ST.

Q

6





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And theres more A copy of Gname Ranger from the award winning Level 9 seam "Go out and buy it, promot" said Atan ST User and if you already have tolk the box and we'll more son, a serior to remove allematics.

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Spectrum 43 of cell are a different marking area of

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#### MACHINE CBM 64 SUPPLIER: EPYX/US GOLD. ► PRICE: £14 99 DISK PREVIEWER: CHRIS JENKINS

Ever lancied being an undercover agent? Not the sort who just runs along blasting everythma that moves, a la Rollina Thunder, but one who has to use his eyes, his brain and his wits to solve a really challenging case? Good You've got the tob.

LA Crackdown is the best thing to come out of Envy for some time. The clever part is that you don't play the undercover convourself: you play the mission controller. communicating with a rookre usmg a hidden transceiver. The rookie with normally obey your orders. but If you mishandle the case he's likely to gult on you - if he doesn't get killed first

Your mission is to investraate an operation equipment from the Far East is it a cover for drugs smugglmg? Let's hope so. or there won't be much of a or depart, you can select game You can visit different locations, search tor clues, plant bugs, take photos, question suspects. Irali them, and, when you have enough evidence. start to make arrests

The game's menu driven and combines text and graphics very smoothly After namma your character and choosing a rookre from a selection of tour upstanding officers. the main screen display divides into five sections. At and the status of your four the top left is a graphic display showing the interiors of bulldings, such as the operation's warehouse and a suspicious sushi bar (the bar's suspicious, not the sushr) At the right are shown the exteriors of the buildings as seen from your



A Rookse Som Smith will do a good job if you don't ask him to do the in-

unmarked survedlance van. Il any suspects arrive FOLLOW from the GO TO menu to trall them At the bottom left you see

maps of Los Angeles, or ol the Insides of the buildings Each room is numbered. and you just have to select a room number to enter it At the bottom centre appears the main text menu from which you select your next command with joystick or keyboard, and bottom lett, displays showing the time and date. avarlable bugs Planting phone bugs in strotegic

places is the key to obtaining vital mformation. Once a bug Indrogtor Irahts up, you know it has recorded a conversation which you can replay in your van. Combined with snapshots



of schedules from the things in my time - but a warehouse, these torm Scottish Sushi bar OK Los your Inst leads, and direct Angeles is as everyone you towards the strange knows the decadence Scottish sushi bor, the boss capital of the world - but villam's beach house and this strange mixture of so on cultures - anyway on with I thought I'd seen a lew the tale





You really have to think about what you're doing to play this game, lor instance, you can't plant bugs or search the worehouse during the day. because the thugs will throw you out Return at

night, because II you by Io Insist on moking a search. wilhout enough evidence. your rookie will quit. Also remember to select the REST option every hours, or he'll collapse! Using the

TIME COMPRESS option you can speed through uneventful days or long stakeouts The graphics are simple

and nicely-drawn, with cleves touches such as moving vans and animated characters Typical commands which you can Issue include COMMUNICATE, which initiates a dialogue between your rackie and Other characters: SEARCH. FOLLOW, and IDENTIFY which billings up jap sheets of the various plug-ualies and the sleazoids you'll encounter. The portroits are nice, but comments such as "naimally wears a moustache" aren't much help in your police work

Great fun, though not terribly complicated, tor instance, there are only four different buildings to investigate. The good thing simulation.

about the game is that it's completely realistic; no tet-packs

wrist-communicators or stun guns. You can't even shoot your way out of trouble, and there aren't many games where that's

Whatever about the specific verdict on / A Crackdown you have to give Epyx full marks for persevering with this unique game play system. It really is one possible tuture way in which adventure games can develop - which may turn out to be a life save; for the computerIsed lateral thinking puzzle it would be a great loss to the computer game hobby it puzzle and whodunnit games were totally eclipsed by the role play lantasy type of game. Sure. these games are excellent In their own right - but they don't have the sheet weight of puzzlobility that a good whodunnit style adventure can create LA Crackdown and gomes like it are a liteline for adventure enthusiasts

► GRAPHICS

SOUND ▶ VALUE

► PLAYABILITY

8 8 ► OVERALL 8 UPDATE . . .

There are no versions of LA Crackdown planned tor other machines Several new Epyx titles will be launched at the PC Show, but they're all sports simulations. including 4x4 Roadracing, Winter Edition Games, Street Sports Soccer and Final Assoult, a mountain-climbing

4



- MACHINES: SPEC. C64.
- > SUSSUED- DESTINY ► PRICE: £8.95. ► VERSION TESTED: SPECTRUM.

► REVIEWER: TONY DILLON Everybody loves a game show, right? I mean. with such lovable hosts as Jim Show, and Deslimy has cleverify licensed it before the regular nastres and cleverify licensed it before the regular nastres and its creator is born. That way likings to hinder you Gel Inrough all that be a paint stage. Infringement on copyright

when the show does come ground Clever eh? Robby's show Involves the contestants controlling a little remote ball kind a offair through four gruelling lasks, being careful not to bit any mines

or other balls Remember gano. If the ball goes, you go as Bobby says The first lask is relatively

you gel to the bonus stage. which just entails you grabbing all you can in the unlairly short space of time through all that, and you gel lo lo onlo next week's

show Yeegaahl Between same of the levels, and these do come as welcome breathers, are or lasimo H's not a bad IIII le game bul I hink it's the 'liffle' that slops II from being a great game A novel idea, and

one I can see heinn copied quile a la





A Babby Yazz it's a "gruelling losk" simple. A simple grid is

'gel your hands off my Bowen, Ted "t can only go up to 123 because t haven'i got a brain Rogers and Nrcholas "I'm alive and well, where am 1?" Parsons, II's difficult not lo. Even more so with the prizes at stake nowadays Remember the good old days, when you'd be happy with a hand crafted Carlbbean wooden mixing spoon Nowadays it's all hills with bull in vacuum cleaners and combination plant pots/coal hangers. In the luture, though, things will be a lot different. If won't just be the prizes you'll lose il you don't gel 301 or more with 27 darls, II'll be your life. It's all in the name of good clean lamily of the screen. enlertainment, though, so no one's complaining

The most popular gameshow of the tuture however is the Bobby Yozz

displayed and the contestants have a very short lime to lum all the saugres from blue to red comes in the form of some nasties that, just like you, can change the squares colour, except they change all the red ones back to blue Frustration

The second, allectionatelytermed blind level, has the contestants floating eerily above some distant planet on an invisible maze. They have a short time limit to fmd their way to the exit normally on the other side

Then It's on to the key level On here, the contestants have to collect all the keys and get to the exit before the time runs



A to the fine tradition of games show hosts. Bobby lack a brow the commercials Short UPDATE ...

animaled lilms, almost such greats as "Spang III better Ihan our last rubbish

Rocky XI, the musical Unfortunately, there aren't enough of them to make them interesting for any great length of time. I problem with this game II's just too short and repetitive to be in any way addictive

The Bobby Yazz show is the Bobby Yazz show is the Bobby Yazz show. Since there's no messing with success, all three versions are very similar bar graphical differences. Na plans for a

16-bit version though. Expect a mare colourful, blocky C64 as per usuai.

# The games they said couldn't be written

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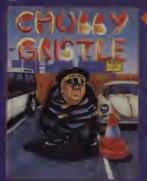
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➤ REVIEWE: GAZY WMITA.

Anybody who's been a
computer gamer for any
recuspable length of time
will remember that 1942

Capcom's original (and
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by Ellin admit of where the
ASS was released by
Capcom fairly recently
and was snapped up by US
Gold as part of their
mass-licentong deal with

3543 is basically very much in the same mould of the predecessor so much so in hair is almost exactly the same game, albeit with several improvements and gameplay heads. The game is set in World War III and reace lete the lamous Sattle of Midway, Toking Sattle of Midway,

Scenario aside, 1943 is a verifically scrolling shoot 'em-up with some povel twists the most

some novel hvists, the most notable of these being the simultaneous two-player option that allows you to learn up with a mate and cause twice as much damage. Planes fly down the

screen and are easily disposed at by letting rip with a guick volley of machine aun lire Slightly more difficult to hit are the formation planes that spiral around the screen, Shooting an entire wave at these leaves behmd a POW symbol which can be collected to upgrade the plane's weapons. Fortunately unlike it's predecessor 1943 works on a system whereby crashing into an enemy plane or getting hit by a bullet won't kill you Instead you're alven just one life that is represented as an energy bar which is deplated every time you take a hit, when the energy

hits zero, the game is over At the end of each level vou must attack a fleet of heavity armed warships by blowing away the symbols on the decks of each Managing to do this completes the level, boosts your score and energy and sends you onto the next level Later levels see the unwelcome arrival of hune megabomber planes that take up almost the entire screen, spewing out bullets with gay obondon and requires continous machine gun fire to shoot it down in flames (a very satistying experience).

1943 is a very good game Indeed, but doesn't offer enough improvements over the origmal. Graphroath everything is fine, although things can get o bit is adequate and there's certainly enough gameplay to keep you going, although it is a mite easy due to the new 'energy bar' system. The two-player aptron is welf executed, but even so the game overall is a bit dated. One for the younger

dated. One for the younger gamers perhops?

► GRAPHICS 7

► SOUND 5

► VALUE 6

► PLAYABILITY
► OVERALL
UPDATE...

Amstrad and Commodare versians should play very similarly, but boast improved grophics and sound.

The 16-bit versions are



1943





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P REVIEWED: CHRIS JENKINS

It's been a long time comma, but 19 is linally here By the time it's m the shops, it will have been a year in the making - trom one PCW Show to the next - and while this laur-event military training simulation has several good things going for it, given that

much time it should have been not just acceptable. but astounding Inspired by the Paul Hardcastle song of the same name 19 is the story of a draffee drawn into the Vietnam war He Jooks pretty miserable about It on the title screen, but so

jumping obstacles, driving co-ordinatron raling, your stamma is calculated from how long you compete in each routine and your morale from your overall performance. After each event you earn a rating from 1 (Abysmall to 10 (Exceptional), and your overall score can be saved and used in the

lorthcoming sequel 19 Part

two - Combal Zone.

you find yourself plummeting off the bars as soon as you build up a decentspeed

Part two, the shooting range is impressive technically, but a little dull to play An enlarged section of the background is shown through your infra-red sniper scape as you pan around the view Isma your limited ammunition supply, you must knock off the pop-up

a time Irmit, using offensive moves maluding kicks buffs, jabs and hooks It vou knack him down you get a bonus if his energy level is higher than yours at the



soldlers, while avoiding takma aut wamen or chridren which will decrease your score by 1.000 points funlike m the real war, where they gave

you medals) Next up is the jeep driving section. We've seen plenty of these scrolling roodway efforts in the past, and this is basically just more of the some thing accelerate along the road, pick up boxes, dog tags, jerry cans and stars for banus points. roads, haybales, cones tyres and lenges which slow you down, and the rocks logs, tree-stumps and lences which bring you to a standstill Each bit of damage slows your jeep down, and riyou

sustain total damage you're out of actron Lastly, unarmed combat Though this is a decent ane-to-one beat 'em-up new to it: fight eight bouts with the instructor against

end of a bout, you're out. As you often tind the Spectrum version of the game has a nicer teel to it. despite the colour and sound limitations. The real problem, though, is that 19 Part One is basically a

compriation of tour unremarkable games rather than one good one. Maybe the proposed 19 Part Two - The Combat Zone will prove better value for money

COATSPEC ▶ GRAPHICS ■ SOUND 0 ▶ VALUE

6 ► PLAYABILITY 7 ➤ OVERALL

UPDATE ... Spectrumand Commodore versions are avallable now with 16-bit versions coming up before Christmas, the Amiga conversion first. 19 Part Two - The Cambat Zone will be previewed at the PC Show and is due for

release next year

uld you It you'd had all

your hair shorn off You don't get any of the battlezone atmosphere here, though - m part one what you get is several Iroining exercises, similar instyle and content to Ocean's coin-apconversion position and time your Combal School, After an ostonishing Rob Hubbard complete with synthesised hellcopters, guntire and screams, you can select and nome up to tour competitors in each of the lour Iraining exercises to come, you will be assessed m three areas. Your accuracy in shooting.

First, the assault course On this left-to-right scrolling event there are eight courses, each to be completed against a decreasing time limit. The trick is to gauge your presses on the tire button correctly so that, as you run up to each obstacle, your power meter rises to the correct amount to get you through. Among the challenges is a brick wall, vaulting horses, stepping posts, ditches and mankey bars. Animation in this section is lairly good, but control is a liftle tracky -

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> VERSION TESTED: AMIGA EVIEWER: JULIAN

Apart from Dropzone on the C64 and Atarl 8-bit. there have been very tew good Defender type games. Personally I think his is a great shame - If

he classic two-way horizontally scrolling gameplay is properly exploited, it gives far more blast for blast, thrills and spills than any other shoot em up format can ever

hope to produce. And to these days at at high-powered machines with wonderful sound and graphics capabilities there's potential to create

a Defender-style shoot 'em up to end all shoot 'em ups Star Ray gaes some way to reaching this ideal, and is a game that'll appease the most demanding of

blasting (anatics The action is set over seven different levels

each of which is played tour times before the next one is tackled. Although the levels look different, the gomeplay on all is undamentally the same The player takes control of the StarRay ship and defends ground Installations from

morauding aliens by flying over the two-way harizontally scrolling wrap-ground planet and destroving all hostile Intruriers

Al the bottom of the screen is a radar display showing all alien activity. so that the player can spot impending troublespots or Identify approaching hazards and swiftly take

the appropriate action. Each screen consists of several attack waves of allens, which appear one after the other. Should all enemy craft he destroyed a points bonus is given in relation to the amount of Installations remaining.

As the player progresses through the levels, many ditterent types at alien craft are encountered. Landers





# 331361

► SUPPLIER: CAPCOM/GO! ► MACNINES: SPECTRUM/COMMODORS 64/AMSTRAD/ATABL

64/AMSTRAD/ATARI STIAMIGA. ► PRICE: 58.95 SPEC CASS, 59.99 AMS/G64 CASS, 512.99 SPEC DISK, 514.99 AMS/C64 DISK, 319.99 ST, 524.99

➤ VERSIONS TESTED: \$7/ AMIGA. ► REVIEWER: JULIAN RIGNALL. Capcom's coin-op, Street

Fighter didn't exactly take the arcades by storm, but on-screen punch certainly added a new

hackneved one-on-one The scenario is pretty

backdrops, representing first four can be played in (Ighters) being the last port All the start, the player

knock points off each

other's health meters by When a trahter's bar is is the best of three bouts. and If the player wins he



oppeor on every screen and attack ground installations by hovering over the target and draining all its energy, it the Lander isn't shall before its deed is done. The installation is all her destroyed, or is 'perverted' and becomes hostlie. It all elaht installations are

destroyed, the game ends. Other pliens include Sombers, Kralition Motherships (pods that spill open and release tiny green ships), Blue Hunters (which appear If the player

takes too land to complete a screen), Living Crystais, Sillucan Warms and Radar Interference Satellites (shoot one and the radar some seconds - at great inconvenience), omonasi

mony others. Highscore flends will be pleased to know that top scores are automatically saved to disk, and there's also a 'last game option'

► SOUND which allows a current ▶ VALUE game to be saved and ▶ PLAYABILITY continued at another time ► OVFRAII StarRavis by far the besi

pure blaster yet produced on (Abit it's slick and beguilfully presented Vivid perellar scrolling

backdrops and crisp spril es give a staggerin visual effect, the sampled sound effects are stunning and the gameplay is fast and furious and really gets the adrenalin llowing

GRAPHICS

Steve Bek, author of

Return to Genesis Leathernecksand vorking on the Atari ST conversion, so hopes are pretty high — the scrollin should be pretty good it the year-old Return to Genesis is anything to go

LIPDATE .

Both the C64 and ISM PC versions will obviously lose out on the graphics stakes compared with the ST and Amiga, but Logotron hopes to retain all the thrills and playability of the 16-bit





OVEL

Soblers have been defeated, a bonus round is screen is a rapidly player has to stop II al IIs peak by a carefully-limed When I sow screenshols

of the 16-bit versions. I was expecting great things looked almost identical to expecialions were doshed as soon as they started

Amiga and ST is apallingly



lighters mince about in a

The game was fun - but no.

player, or didn't bother to easy - especially when

(accessed by pressing lire defeats nine of the ten flofilers willhout them. actually being oble to

If you went and put £20 (or £25 il you're an Amiga owner) Into a Street Fighter coln-op, you'd more than

likely be sick of the sight of used up all your credits an unchallenging and version which has no lostma appeo

### ▶ GRAPHICS

► SOUND ▶ VALUE

► PLAYABILITY ► OVERALL

4

#### UPDATE ...

Street Flatter has already been released on all 8-bit tarmats to a generally warm reception. All are multilopds.



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SUPPLIER: ERE INFORMATIQUE MACHINES: ATARI ST AMIGA, AMSTRAD, IBM PC, C64, APPLE II. PRICES: ST £19.95, C64,

APPROX SE 95 VERSION TESTED: AMIGA REVIEWER: JULIAN PIGNALI Bubble Ghost is a deltahtfully cute and highly original tittle game

from the French computer campany Fre Intermatique Paar old Bubble Ghost a bubble, and the only

has his soul trapped within way to free it is to guide the flooting sphere to the extl of the maze of screens where he is currently

trapped. Since he's a ghost, he can't physicatly touch the bubble, and Instead has to blow it to the exit of each screen The ghost can move anywhere on-screen - even through abjects - and rotates when the left or right mouse bultans are pressed

Space bar makes the ahost blaw, and the bubble bobbles slowly across the screen in the direction tr's blawn, if the bubble bobbles slowly across the screen in the direction fi's

blown, If the bubble hits an ablect or the wall at the screen it pops, lasing one at five lives, much to the

annavance of the about who turns to tace out of the

Slowing too much causes the ghost to cough - and he really does cough - while the bubble flaats an uncontrattably.

There's a time time to each screen, and it the bubble is blown out at the exit before the unit expires. the time remaining is converted into bonus points. Take too long and no points are awarded

As the ghost progresses through the maze, screens get harder and harder to negatiate with spikes putsating objects and tiny hassle The game finishes when the bubble has been blawn through all 40 screens or all lives are lost Just in case you never get that far, there's a useful

aption which allaws you to practice any of the game's screens

It's great to have a little originatity every now and then, and Bubble Ghost's Itke a breath at tresh atr. It's an exceedingly cute game, and the abost sonte is really appealing. The animation is superb. especially when he's annoved or traut of breath The background graphics are a little unimaginative and plain, although you don't have much time to hang around and gawp at the scenery The sound effects are

sparse, but effective The btawing and caughing naises are brittlant, and there's an amazing title tune which has same

The most impriant thing is playability - and Bubble Ghost has plenty. Blowing the bubble ground trying obstacles is an enamsstan and thoroughly enjoyable sneaking back to the Amtga for 'just one more

The only disappointing aspect is that it only has 40 screens. Although it does get very tough later on. requiring skill and planning to unsuccessfully blow the bubble to the exif The practice mode to a good tdea, and allows the player to attempt screens

that he may never see Bubble Ghost's a neat little game; the appeat may wane after a while. but untit then you'll be forever blowing bubbles!

- ► GRAPHICS ▶ SOUND
- ▶ VALUE
- ▶ PLAYABILITY ► OVERALL UPDATE .

**Bubble Ghost Is available** ocrass most computer tormots, although as mony shops seem only to be stocking ST and a couple of other popula tormats you may have to order it. We've seen the Amstrad and it plays almost identically - the only differences being graphical. This should be e case with all tarmats

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Tracers is TRON The light-bike race centerplace of the early 80s campuler generated 'sensation", put bock where it always really belonged.

You'll remember the scene: Jeff Bridges In a glowing blue jumpsull bending onla all fours and moulding into his blke. farced to race at breakneck speed through the lightest obstacles the

over and pick him up Should the backer force you, as a Tracer or protector of the computer system to similarly crash. vau get a psychic eedback that could try

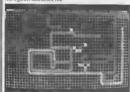
Aont ptan One all the nice things is the number of options gyallable to you. Not only do you get the chaice between various scenarias, oul between different lunes to accompany them The simplest anilan is a simple one on one chase between you and a data thief Your starting location is indicated by a gold

advantage ove the other man, though and if used sparingly a few seconds use to get in front be all it takes to win

The further you get into the game, the more streets and buildings appear to complicate your path, giving the opportunity to black him down a side alley, but equally making things a good deal more dangerous for yourself, you can frop yourself with your own wall too, though there Is a wandering gale on your alberwise solld path which can give you an exil if you hill it right. Extra paints

The last little reservation I found the more annaying the last that the laystick control seems ever so slightly inprecise I tried it with three different sticks. and couldn't rival the responses at the compuler's own player Maybe I've just got the

reactions all a donkey Still. Tracers is an almaspheric, nicely produced and packaged game and that pushes foreward no boundaries especially graphically bul which offers playability in spades I'll come back to il ance in a while. I think. and there are plenty



▲ Tracers things begin to get car

sharped lurns, always aware at the dangers at the solid wall left in his appanent's wake It was a areal chase and a beautifully simple idea for a game

The Itrs point in Tracers' layour is the manual. The nine-page introductory story is aclually quite readable. If understandably vague about a fulure world where drafted police recruits actually serve a useful function chasing computerised thugs over a grid system. The enemy hills a side wall, a "restricted access node" ar, mare likely, your solid "lail" and his program crashes momenterally revealing his physical whereabouts sa ground crews can rush

square on the arid, your contanent's by a smaller green one Suddenly, you're away. each racing along, frying small space or large him Into the wall.

Since your speeds are equal, Il is strategy that makes the grade, the most important thing being to realise that it is lengthening your survival chances are that he'll make a mistake - some al lhese data thieves seem less smart than athers and have a habit of driving straight into a wall - so be sure la always leave yoursell a way out. There are no brakes! You have an accelerator that gives you a mamentary speed



are gained by successfully crossing your own fail in Ihls way, by picking up circular lakens (unlartunately often placed near walls) and calleding fuel nades.

Alternatively, you can play a game where your male plays another facer. usually against a lew more villains so the screen soon becames a langled maze al trails a set up as likely to have you crashing into each other as trap the bad

Problems with the game gre limited, but you may lind them Impartant Despite the cleaness of the graphics you may lind them a bit limited and boring, Amiga owners aren't loa used to caping with this repellion

around I can't say that abaul. Il mighi even inspire a Irlo dawn the video shop lust to see If they've got RON lurking on a back

9

7

GRAPHICS SOUND

VALUE PLAYABILITY ► OVERALL

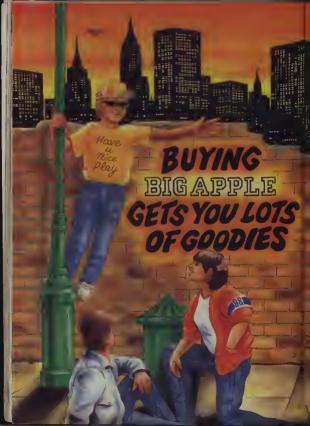
#### UPDATE . . .

Microlllusions have never been very big on ST or 8 bit, and with nothing on Mediggenic (Activis reliacse schedules, we'd be very surprised to see Tracers on ony other

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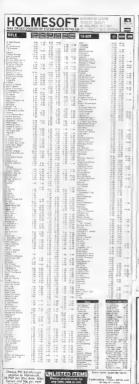
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and 190 to see the nitre work, before, two documents about a seaso (a. combination before a seaso (a. combination before a seaso (a. combination before a seaso (a. combination a seaso (a. combinatio

I doubt many Armed Forces Radio DJs have won medals but if anyting ever deserved one, it's Ailman Cronauer He's fast talking, irreverent waeky - a bit like a firmay version of Steve Wright, and nothing raises morale than hesery of Good Morning. Vietnam (15) This a 'Nam movie with a difference Instead of machine guns there's motormouth Robin Williams and you'll feel like you've been hombed by the Vict Cong when he launches a barrage of inspired

nunsense at the nucrophune But not everyone is a Cronauer fan His commanding afficer La means - he read it in the army manuals - so when Cronquer tries to read all the ccusored bulletins normally sent to the boys in the field. the excrement really bits the

While Good Morning Vietnam never gets deep does cast a new perspective as Williams Cronauer loses his rapocence and humour turns to tears. Barry Levinson, of Tin Mea lame. has directed another brilliantly funny film, so tune in and laugh till you

Sly Stallone duesn't take time off from killing ounmies to laugh in Rambo III (18), His unly jokes are Columel Trautman, who's stupidly got himself cautured by thuse evil. sadistic, woman-heating child eating commies in an evil empire and

What, they've withdrawn from their ignuble war rather faster than the Americans gut out of Vietnam, Whoups! Maybe that's why they rushed Rambo out in Britain, with citulda't be because Sly didn't want us by say nasty things about his latest adventure, cauld it? Well it won't stip me. Rambo III is sa flamsy it looks like it's made from eardboard and who's nut a card-carrying member of the ClA puke. on this mission Big Armic's new auting.



You're in the army now ... as Ward R Street signs up for another tour of duty reviewing the latest movie releases, 'Ten-shun'!



Marning, Vietnam

The Running Man (18), 18 every bit as viulent and also rather disappointing, but at Reaganute publics The problem is that you keep seeing similarities with other lilms, such as Rabox op. Rollerball and Blady Runner

- and thinking that they did As Richards, Arme flies a in a gloomy future with the USA under totalitarian rule But when he refuses to lire on a group of demandrators his deputies mans the guns. and gets life.

In 2019, the government keeps the starving citizens the number one show is The Running Man, in which criminals can win their freedom by escaping show hiz vigilantes called Stalkers But audiences are dropping

Back in the army, the new ecruits are suffering Biloxi Blues (15). Biloxi isn'i some nexty desease brought on by multary catering, but a training camp in steamy Missesunia where, nist lusfore the end of the Secund World War, the bays are psychotic glare of Sgr

There's nut really much plur ta Neil Simon's autubiographical screenplay but it is a wunderful, often

types drawn together by various escapades, such as visiting a lirothel and falling comedy of characters and ▼ The Running Man

A Sty proves, yet again, that he paper bag hy Richards and I wo allies as they take on the star

The sature on a show which is a combination of It s A Knockout, a Roman arena and The Price is Right is fun - Crimewatch was never like this! But somehow the action never really delivers. Still, there game is on the way you'll



none is more vivid than

As the soft spoken Sergeant with the metal plate in his head Christopher Walken creates just the right sense of unhinged menace Matthew Broderick is excellent as the narrator, Eugene, and Corey intellectual geck Epstem 16 you've ever thought of enlisting, see this movie and even if you haven't



properly recognised by the world. To stop things hecoming borms he seven seduced by his mother's hest Scottence between Roser Phuenix, so sweet and mnocent in Stand By Me. and Ann Magagson, Iron the underrated Making Mr

But this tale of reemage husting is not another Writer/director William Richert's attention to detail and obvious fondness for his

characters mean that Jimmy Reardon captures the spirit of sixties teen dreams with the crystal clarity in a night to remember

Teenagers in 1945. teenagers in 1962 whatever next? What about a teenager 1,000 years ago. frozen north That's the unique unusual setting for Pathfinder (15), the first subtitles and plenty of action if you can't be bothered in read them

immy Reardon



hunts. flights on skis. treachrous mountain passes and a mystical white reliideer, every ailventurer into another world. Back to civilization with

they slaughter his family

Leonfess I had

Harrison Ford, not that his witking holiday in Paris is from his jet-lag than his wife has gone missing, kidnapped for no real reason.

Ford soon discovers that his wife picked up the wrong a keyring and box of matches may be a clue to her abduction But as les flics and the American Embassy seem unwilling to do anything constructive, he sets out on the trail himself. moving from seedy night clubs to the famous rooftops of Paris

Polanski's latest discovery, a young lady by the name of Emmanuelle Seigner, and why he didn't forget his wife, who looks rather like Nancy Reagan, and settle for this Gallic delight instead? But Frantie is far too fast paced for such beretical doubts to linger long

For home grown thrills. based on fact, travel back

gang of criminals shocked Frontic – a kidnop yarn.

reservations about such an mail tram and making of obscure sounding movie bur with the biggest haul in British criminal history. The story to year old Aigin takes crime is still known as The on the black-clad, nomadic raiders, the Tchude, when names of the perpetrators Ronnie Biggs and Buster

> Buster was Busier Edwards, who managed to elude the police and escape to Mexico, only to find that life in paradise wasn't all it returned honic to give himself up Sensibly the film doesn't just recreate the robbery but follows Buster and his wife as they suddenly become fabulously nch and internationally

Phil Collins' performance is a ruce blend of comedy and he can't adjust to the jet-setting life He's brilliantly balanced by Julic Walters as June his missing lunging for her home in the Smuke There's also a nice

portrait of the establishment, rucked by Calso being turned into a

But though the picture is emovable, it does neglect was coshed unconscious and spent the rest of his shortened life with severe hrain damage. Remember

into a hero, please. Trains aren't the only form crime No Man's Land (15) is about Benjy, a rookie cop who goes undercover to uncover a gang of yupple car high powered, roller skate

look-alikes, Porsches He soon discovers that the kid, Ted Varrick, who possesses a high petane charisma Pretty soon police practices are blurred as Benry starts to take pleasure underground garages. Then another gang takes offence

If all this suggests car chases, you're not wrong. but there's also an interesting relationship men This lifts it above the mundane but not quite high enough m a month of good



watch it to discover how the army turns individuals into ubedient soldiers Quite what the multary would make of Jimmy

Reardon (15) is hard to magme He's a dreamer, a Cassanova, a poet nust definitely an individual and the events of this movie take place in prohably the most important 36 hours of his 17 year old life!

The year is 1962 and Jimmy has most of the problems that make life so lively - money, parents.



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Thanks for all the FRP mail, it's great to see so many neonle cetting into the hobby. If you've got a comment about FRP to make, don't be shy, let me know! This mouth's column contains the latest solo role playing book written by Joe dever, a review of Games Workshop's RPG Dracula, plus all the latest

# **FANTAN**

The Fury of Bracula

STIPPLIER GAMES

► PRODUCED BY GAMES

Loan honestly nut my hand on my heart when I say that this is the hest board Games Workshop has ever released. It way to beat this little

masterniece with their future short while and has not The earne lets you become

your friends become his adversaries, Lord Godalming, There are two ways to win-

for Dracula means creating a certain amount of vampires or

can kill Dracula, they must

There are two boards, one large and one small, both Europe circa 1890. Van Hesling's party must openly on the small board, which is screen. This is meant to Dracula's information powers. However, whatever city Dracula enters, he leaves behind him speculation in the form of rumours. So when an will undoubtly find out and know that he is hot on

the only thing Dracula leaves range from a plague of hungry rats to one of Dracula's undead

The game does take a bit of with his small mun in front of him and his encounter chits on either side. The players sit at the other end of the table in reach of the large man. They have their "playsheets" ready to hand.

Combas involving Dracula is player again becomes routine after to determine if the combat takes place in day opr night. weapon or ability that you wish

initiative. Once this is decided. Adventurer enters the town, he you can then check the relevant table and cross reference the serrously wounding humans

My sole criticism of the game initiative against Dracula in the day time and use a stake, Dracula automatically dies as he has no defence!! This is OK if you want to stick to the you have done this a few times legend, but in a same it has had nurse a few times within a few minutes play because of this. catches an adventurer unawares at nightime, he does

> This criticism aside, the game moves along at a is the thrill of being on Dracula's tail, or the tense

additional burden to the

side you are on, that makes the game. It is full of close shaves, and forward planning

The whole game was brilliantly illustrated by Colin Dixon (the board) and Dave Andrews (the counters). You your money including the two boards depicting Europe, a plus screen, a combat action board, a large sheet of full colour counters, a deck of 60 event cards, three hunter playsheets. Two six sided dice, a detailed 20 page rulebook, with pull out reference section and four metal figures (in

The hoxes with the metal figures are well worth looking detailed, nicely cast and add character to the game I would unhesitatingly recommend this same to hours of fun, suspense and

terror for all who play ▶ PLAYABILITY ➤ COMPLEXITY

▶ DESIGN



# LiOLe LAyINg

- ► CREATED BY- JOE DEVER.

  ► PRODUCED BY- BEAVER
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Highway Holocaust is the fir solo tole playing book in the

Dever will be a familiar name to those of yon out ther who like book role playing. Over the years he has one man varions awards for his books, the most famous of which was for his Low Wolfeshire. are sipping their celebratory champayne, HAVOC enact their ultimate revenge. A transmitter hidden on their island, which is fitted with a time delay mechanism, clicks on, sending a high frequency radio signal to a

orbring the earth. The satelat amplifies the signal, shoots it back to earth and detonates all the hidden notices workends.

At the time the bombs

detonated, you were lucky (!)
enough to be visiting your

uncle's of refinery in Texas.
He and your aunt take you on a

trip down his mine and whilst
there, the bombs exploded

Highway Holocanst

the part of Cal Phoents, a young man who has spent eight young man who has spent eight years is wing in an underground oncle. The reason for this 18 that HAVOC The Hijack, Assassiation and Violent Opposition Constraint of origanization constitute of political terrorists who are funded by organised crime, has managed to cannot total nuclear dewastation.

seastation.

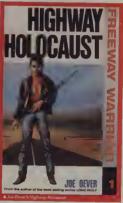
RAVOC achieved this by haseking a train containing seventien 100-kiloton without a swell or instance of the swell or instance of the swell or instance of the swell or instance, the world believe of the swell or instance or instan

However, whilst the leaders of all the world's major nation aforementioned eight years.

Finally, in the year 2020AE
you manage to dig yourself of
to discover the number of

It is easy to believe that the three of you are the lisat survivors one earth, but after messing about with a radio is earth, but after messing about with a radio is earth, but after a three three are other groups of the earth and a survivors and draw this work of the survivors and the sur

increasingly frequent reports that the large gangs of bikers, hoofigans and pschopaths, the are known to be reaming the countryside are getting un-nervingly closer every day



ou are elected shout, because fall the skills you have carned and your task is set

It is inevitable on your motormous the summable on your motormous their you will get into combat, be it with weapons or on a hand to hand bosis. The system for determining the combat results is simple 10 say the least. All it consists of first hedecards of a few random numbers and then comparing them with a combat ration chart in the back of the book.

ory adventure as Cal Phoenix was totally hooked. I met savage bikers, stolent punke and radiation victims. My journey was full of danger, ar death larked around every

Max, Escape Fram New York Biaderunner, and The Terminator, then this adventure book is delimitely

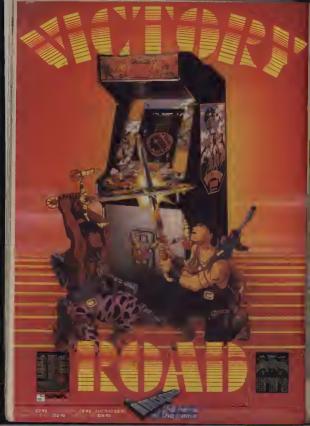
► PLAYABILITY

► COMPLEXITY

► COMPLEXITY

► DESIGN

► VALUE



# FANtASy ROLe-PLAyINg

#### News

Standard Games has



A Paranoia anly the loval

released a booklet of auditional scenarios, dadroniures for their best scilling game "Gry Havoet") which is a amp at £1,95. The booklet contains any original scenarios, as well as additional rules for peasants plus hints and rups on wang ramature lead figures with all their products. I found the latter of special interest and using figures certainly brings more figures certainly brings more

clanty and detail into the game common have a great make medieved flavour to them and my favourus is "The Kangh Errant", where a company of mercenary soldiers has been terrorising a village, thousand the understand to the other than the terrorising a village, the them in money or in kind!" A wife them in money or in kind!" A wife them to know a great encouraged the village to stand up to the extorrisones and conflict is not short in the office, Can the mass of the office. Can the mass of the office is not short in the office for the mass of the office. The short is the decide of the control of the mercenaries? Only you can decide

• The Paramora Companys
Pack, (see Paramora review this
sixie) has been out for a little
white. Showever, it has been
spotted in several games
Workshop stores at a much
reduced price Originally
workshop stores at a much
reduced price Originally
et al. (1997) for only \$2.99
As any Paramora player will rell
you this is an essential
pruchase, and will put a lot of
life (and deathly in any)

Cheekily Sub titled "Hill Sector Blues" the intro states that this campaign book "departs from the normal Paranoia adventure. Here characters are encouraged to keep each other allye to gehieve the mission, rather than assassinate each other at the drop of a hat "The reason for this is because the computer has promoted you to Security level Blue and re assigned you to the elite Internal security."

If you believe for one minute that working as an Internal Security team you will become friends, then you deserve what you get! As any experienced Paranora player will tell you, so hard enough to survive a Paranora adventure, let alone a

assut a GM no end. It has a quick mas vage pinde to crear the famed "Blue Froopers", loads of colour cardboard car out counters (cot\*), to end out counters (cot\*), to end out counters (cot\*), to blue trooper sut creamed entiren, a blue trooper auto car and a congle of traity looking throagens? Of course these are to raily superfulous and don't have to be used at all. I would advise letting the players use ther imagination, as it would write.

Overall the adventure is see written in the immutable Paramota style. Designer Ken Rolston has pulled out all the stops to create as mech mandress and may hem as possible. He has taken mano if the situations and phrisess for a well-known Amerikan TV poblice series, and based some of the characters around the actors, it is self-arized, with loads of gags and carroons to keep you interested and the tritte out he limit the loads of gags and carroons to keep you interested and the string with the state of the string with the string with

Letters

Thanks for all the mail that has been pouring in—it is really appreciated! However, please don't stop as I need to know your views on the FRF scene along with what to know your views on the FRF scene along with what please is not apply to have a partie to everyone who has belter; printed!!

So get to it!

• Wayne, I know that D+D

means Dungsons and Dragons
and AD+D means Advanced
Dungson and Dragons, but I
don't know the differences
herween them! Can you please
explain as I would like to buy
one of them?"

Phew, a tall order for a column with as limited space as this <sup>51</sup> Basically, D+D is a simple

sword and sorcery FRP game, which typores a lot of real life facts. It is based on fun and is easy to piay, with few complications to hinder it. It is also aimed at a vourier

AD+D is a different same silventen from D+D although it is set in the same background. It is guite complicated, farly introduce and involves to lot of reading the differences in D+D if you wanted to hit the monster with your sword all you would do is told a doce to see if you hat it. In

if you have the space to wield

your weapon, work out how

before you start swinging. My

thave seen you review some games which are issued by Standard Games, but I can't seem to buy them anywhere. Could you please give me their address so I can order things by post?

Geoff Penn London Your wish is my command Geoff Standard are located at: Arlon House, Statton Road, Kings Langley, Herts,

Andy Lawson from Liverpool

Wayne, What are your favourite computer FRP games and what would you

Andy Lawson

At the moment Andy, I don't believe that there has been a lot of pure FRP games stude to dute A load of them have been expanded adventure games with combat options thrown in. However, things are beginning to change now and without a doubt my lavourite

on the ST. It has the combination of everything you could ask for, and I for one am totally addicted to it. It has combat, traps to negotiate and the best maste system I have ever seen. I have spent so many hours on st I have lost count!! Also, I have seen a preview of the AD+D Computer game that is soon to be released by good and well worth purchasing when it is comercially available. To get into the swing of things try "Lengty of the Antients" on

the trusty old C64 or "Shadowgate" on the Aton ST The latter is a cross between an adventure and a FRP game

# Play By Mail

requests for an update on the RIC special version of "It's A Crime" for C + VG readers. So

here it is.

On the gang front, the hend honchos as I write are the Axome 1737) who have a massive 1931 notoriest points. They are bung closely followed by The Fighting Falcons (\$47), who are on 1859; just behind them at e the "Riotou Axombby" (429), who kave a notoriety of 1769 Meanwhile.

the one-time leaders "Lumps Of Green Putty" (313) have dropped to fourth with 1650 and the aptly named "Hammers" (383) have dropped to fifth place.

"Hammers" (383) have dropped to fifth place. However, this is not a bad achievement for them as they have just split their gang. No Mob Boss has yet

NO MOD BOSS has yet become God'arhet, but things are getting tight. "The Patonucir Family" (291) have the most mob brunnesses, but they are closely followed by "The Freakato Family" (346) who are in second spot. On the other hand The Hedgue Family (359) have the most loyal gangs, whilst The Lingenman (200) have the most loyal gangs, whilst The Lingenman (200) have the most loyal gangs.

The mysterious "Family" (433) have suddenly entered the most enforcers lists like a bolt from the blue, and it is clear that this game is not over by a long stretch. More reports to follow next month.

Talking about K.P., you may remember that a couple of months ago I mentioned the fact that they had sold off their longest running game to long time GM Andy Smith. I am of course talking about.

Crasimoff's World.

Craimoff's World.

CW was the first PBM I ever
tried. I have now been playing
it for over eight yeats and
during that time it has seen
many other PBMs come and
go. Sure, it has been through
it bad patches, but it has
always seen them through and
has now developed into a high
presentation, quality game.

CW is a hand moderated sword and sorrery game, set, a a mythical famasy world, and play the part of brave. Chieftein, who leads him mine trusted commencious search of why you desire.

scene at the moment, what with the Great Scene at the moment, what with the Great Partners PBM Convention shorthy taking place and people bombarding me with mail about playtest positrons, PBM information, hints, lius and news

CW is a world where adventure is only a sword breath away. If you don't look for danger, danger will come to yon. There are thousands of unique animals, monsters, magical hetbs, mystical forna.

for insertion in a ring binder. There is also a publication called the "Crasmoff's World Companion" which is produced on a fairly regular basis. It contains histories and articles relating to various CW

A Rule book artwork from Crasmoff
all of which have their
andividual token! The same
tokens for the oties, towns and
is:

all of which nave tach individual token! The same goes for the cities, towns and other non-player characters that you may meet. The land it a living, breathing, world where legends are created.

Andy has now re-vamped.

CW, so that all the times are processed uning the latendance means clearly primate. At the computer principle and amended when sometime, and amended when sometime, and appropriate the computer principle and amended when sometime, and are the computer principle and amended when sometime, and are the computer primate and are the computer p

subjects and comes in the same format as the rulebook. There is also a bt-monthly new sletter, which contains carroons, player alliances, rumouts and stones.

Great Northern
PBM Convention
Ten Pale last call for the

Crean Nombern PBM.

Conventration which takes place in Sheffield Pelas Pond Streetly appoint the Bis mann, on 18 10788 between 160ng, and epin. This is bort channels or even or of the big and some affect on the big and some later ago at we are free PED games, get moved with nature RPE live role playing, wore might already and promise per sounder with nature RPE live role playing, wore might already live and potentially get to know the bag on the fields 18 years good live follows:

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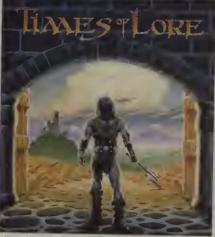
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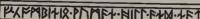
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# Fish

Exclusive Review

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VERSION TO FOLLOW,
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CAMPBELL

Il sounds corny, and Il's easy to say, but I have to fight is like no other odded oberone. The fight is like no other odded oberone And Then again Fahrs something like bills of Leather Goddeses. Stationaldi, Lurking Harrar, Barder Zone, and The Pown, all rolled finto ane, with to bill of Month Python Introvin in lar good measure. Just what sort of

Im tolking of the lith gome to come from Magnetic Scrolls, and the third one this year Protect this time by John Molicy well known to regular conflictions are seen to the conflictions of the conflictions of lew years back, Pele Kemp, and Phil South, It lakes the art of adveluting into a completely new dimension – underwater And before you say Underwater – It's been done before! read

I don't know what it is obout lish that makes people go comptetely put cary! I mean tilhink about Why lish It someone mentioned calls to you, or dags, or shokes, you are not going to start making the most dwild jums magmable – are you? Fish though, and it becomes put chy well and the should be the start making the most dwild jums magmable – are you? Fish though, and it becomes but chy well as the concentration to be come the proportional to be secone the start of the s

There you are, one ordinary Medinardo, with other and your bowl, when suddenly at the summing round your bowl, when suddenly at the water in your bowl, who will be with the your bowl, who oks the pondwed of look and the water in your bowl, who oks the pondwed of look and the water in your bowl, who oks the pondwed of look and the water in your beneath you. When you water boy to the litter of this sudden student but I now occupying the motor part of the litter of this Stratething a quick antiety product and the water of the water of

Dagon, the god-like nhabitont of the casile, nhabitont of the casile, native the believes you to nave orrived in answer to an advertisement. Belove to prepared to ofter you he job, he insists that you

lake his apilitude text, and return three keys to him Facing you are three portots, each leading to a mini adventure. One rakes you link or recordings of the proposition of the production of t

this slump, though, Instead, you'll find a tittle mon who is completely of his and only on the second of the secon

eries, visit the tolict below the main dance by symming not the art or nor theset. Since disco dancers are here. became the dence with then



and is currenly sulking in Its cage not lar away between the two This is on lhough! I was winning!

seems that the city of Hydropolis is in donger Waler is evaporalma ow



lish-world is In danger A deed, slop them, and

suspecis To dort with

▼ Spooky location - but where are the Buh

There's your colleagues on the protect Erro Chubb. Simon Tench, and Sering

appointment with the

city not to mention the crowds of ordinary

Bry playing The Prawn, or

compellion With their old there is Infocom, Whot's new game since

VOCABILLARY

▶ ATMOSPHERE

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#### THE ULTIMATE PACK

THE NAME BEHIND THE GREAT GAMES



location, and it is somewhat disappointing lo lind that the characters listed as present in a location are not actually Overall this is a well

occasionally alve rise to a comic ellect The ataphics of the locations are not up to the

same standard as the fille

picture, which is itself of

presented intriguing mystery

▶ VOCABULARY ▶ ATMOSPHERE 8

▶ PERSONAL 6 ▶ VAIUE

two-word adventurer. fwooble back in its cage, kettle. I began to teel a least due to a not lo Ihink "Il I can't enter o

does not require III player in quite an original

dllemma at the stort, and





MACHINES: ATARI ST AMIGA, IBM PC VERSION TO FOLLOW PRICE: ATARI ST. AMIGA €24.95

REVIEWER: KEITH CAMPBELL In their opproach to adventures. The French have always seemed to ma to be utterly Illogical and out of touch with the rest of the world For example, the incredibly dollish and

apparently random Passengers On The Wind. I wouldn't have bothered to play for more than five minutes if I hadn't had to review if Why this is the case, and why letters from French readers log way behind the numbers sent in by their Europeon counterparts. I have no

idea However, perhaps with Mortville Monor, a new era has begun, for here is a myslery come that has some very nice original lealures obout it, and plays in o logical, il very French monner II opens with a little screen not lar short of Mognetic Scrolls

slandards and a calchy little loop of digitised music, with superimposed voice singing 'Mortville Monor Digilised sound contoins all the harmonics In one single chonnel, to faithfully represent an overall 'sound picture'

You have received a desperal e le le aram from Julio Defranck, saying she is very III and in danger of death, and is very worned for the rest of the family it is addressed from Mortville Monor, which is where you

immedialely head for On your arrival, you find she has already died Whall lollows is typical detective stuff, in which you golher evidence, and Interview members of the lamily, to piece logether the course al events

The entire gome is played through mouse and function keys, with no lext entry from the keyboard The key to this is character, and others the the menu bar, which offers oplions and presents a drop-down menu giving a number of further choices. depending on the main option MOVE for example, suitable reply in lists the actual places to ond in some coses, where the replies are quite

shown in the picture allows the selection of 'Choice On Screen' Following which you click

on the appropriate door Il you choose to DISCUSS. then only the characters present in the current room are highlighted on the drop-down menu. Selecting one produces a close up mug-shol of the choice of subjects for character shown on

discussion Aggin, clicking on one these causes the screen to issue torth a synthesised speech, with which you can go directly, an animaled lace Most of

PRICE \$9.95 ► REVIEWER: KEITH CAMPRELL

behind and guard his spell the book was delinitely search of a missing page,

post? I hung ground a bit carrot, and let his pel ittle success, and ofter o

while, began to seriously

lake a stroll outside for a magic, for I was picked up The cottage again!

In some cases quile delailed. They may be

► VALUE two wards, and whilst 1

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advertises? KC and his crew can help Hotpline, C+VG Priory Court, 30-32 London ECSP 24V

The pertis tactna a sweet young airt who asks a Intendity stranger back home, have been brought home to Christopher Waite, of Cheimsford "How do. vou stop him changing into a werewolf?" he asks. realisting loo late that the gyerage man in the street

may not turn out to be quite what he seems. Meanwhile, in the same gome, Gareth Edwards connot beat the manster that is covering the passage leading upwards. near the coffin, past the sketeton, he says The

nome of the game, of course, is Wolfman Back to Christopher, who otso wants to know how to disrupt the guards' card game in Riger's Revenge and how to escape the crocodiles in Tass Timesa But there aren't any crocodites in Tass Times Christopher - so which is it to be, allidiles or

Having trouble with Knight Orc? Richard Archer of 129 Johnson Road, Cannock, Statts WS11 2BB has mops and solutions he is witting to send you, for the price of a stamped, addressed

Stmon Percivat of Wivenhoe, has got alt the lewels, and rescued all the heroes In Heroes Of Korn but can't end the game Is It a simple matter of typing SCORE or has he missed someting important atong

Miss Thompson cannot tell the difference between a rat and red herring! It's a rat she is trying to get rid of but has that nagging lealing she may be wasting her fimel The onswer to this, and the whereabouts of a candle would be of immense help to her in playing Cloak Of

Death on her Atan Everyone who has played Scott Adoms' Classic Ptrate Adsventure. will have a bit of know how In the field of boot bullding. But there are hoats and boats, and here we have a potential wreck being built, by one Robert Million Anyone who can keep Robert alloat, and who also happens to know

the combination of the case, in Lapts Phttpsophorum, should write in without detay Storting the mole diager and linding the man is

exhausting the Imagination of Stuart Day of Peterborough. Has anyone enough

tmogination to heta? Well, so ends yet another vear of C+VG and the Adventure column - next month will mark our seventh birthday! Meonwhile, get writing! Let me know of any adventure problems you can't solve and I'll try to hetp. Can you yoursell help someone who is stuck this month? Or perhops you've an Interesting comment to make on the world of Adventure? Whatever your letter is about, don't torget that each month there is a year's free subscription to the Adventurer's Club Ltd. worth £15, for the sender of

the letter I judge to be most worthy of the prize And while you're all busy writing, I'm off for an adventure of my own, to Moscow and Leningrad. See you next month - II they let me out

#### CHEAT'S CORNER

It's not offen you get pokes for an adventure game. they ore usually the province of arcades. One

thing is certain, they are the loal of the games cheat! It you tee! like chealing the C64 version of Quest For The Holy Grall, here is how Robert Owen aets a complete program listing

Reset the computer and POKE 2050 8 POKE 45 PEEK(474) POKE 46 PEEK(175) POKE 47. PEFK(174) POKE 48. PEFK(175)

POKE 49. PEEK(174) POKE 50, PEEK(175) SMASHED.

To get the key, take the cat and enter the chapper. Switch on the chopper, put the iovstick, and then land.

Drop lhe poper bird in the ployground, for transport

JINXTER: Doofer crystal chimney. Drop the ash and hide. Have the bracelet ready When the linger shows

RIGEL'S DEVENGE Pult the bor and pull it

hard Medicate and bend il un

Why moke coffee yourself when there's an expert available?

#### ► SUPPLIER: ALTERNATIVE SOFTWARE MACHINE: SPECTRUM 48K. ► PRICE: \$1.99. > SEVIEWER: KETTH CAMPRELL

Smashed is not exactly a new adventure, but has been the subject of many pleas in the Helpline, over the past few months Unfortunately, I was sent neither a review copy nor a press refeose Indeed. I only knew of its existence from the moil I was receiving

Eventually I contacted the publisher, Alternative Software, who were kind enough to send me a copy post haste. So what is all the tuss about?

Smashed stonds for Strongest Mobile Army Surgical Hospital Fast of Detroit. Needtess to say, th helps o lot il you are a lan of the papular TV series MASH You play the part of Plaseve Peers, an army surgean. Before playing very far into the adventure, which they require help! Clingon goes missing presumably trapped in a minelield, and you are asked to report to the entronce to help out

Now I'm not sure whether It was my lack of the Intimate detatls of MASH whether It was just sheet stuptdity, or whether it is the way the adventure is written, but affer some three or lour hours playing. I had managed to solve only one problem, and even that aldn't ment any pointst However, 1 obviousty is possible to do better than Ihls, as a number of clues just

starting to roll in to fine

Helpline testify. However, Invariably the purveyors of such clues and their letters with an even greater number of problems with

It's only a budget game. probably GACked, and written by the recently prolific C. A Sharp (have I put you off yet?) but no-one has actually claimed to have solved # yet! There's no prizes on otter for anyone who does, but II you can afford the £1.99 and don't mind risking boredom whilst struggling with it. It may be worth a try And if you solve it, let me knowl

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e nove all the 6-bit artists agne? This month frame (i) is completely noted by 16-bit pictures. So come he 664, hyectrum and Amatrad ors. But not year hinel broaders and about these 16-bit numers that b-bit



Simon Finchar's ST skier.



Salamander, drawn by Lars Sandness.





Calgary '88 by Siman.













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## Dlay Masters

The best lip for beginners that could find is don't delete Brian the Fist or El Cid Brian is an excellent swordsmen. El Cid, however, has one of the best items of equipment that I could lind in both Tales of the Unknown AND The Desliny Knight (Bard's Tale 2 more later) the Firehorn. Simply by blowing this, he can cause enough damage to Wipe out entire attacking groups Keep him, or you'll regret if when confronted by Iwo squillion rampant Ad Managers (a frightening

hought miself)
A major problem that I, and a lot of other people, bound whon they begin a queet las large as the one in the BT series. It she smiple, almost overwhelming question overwhelming question Where do I star? Just for those of you who have bought the game, laken I home. loaded if up, and been hil by the sher hopelessness of a lit, little are a few starter key locations to get you going.

The all important Fevrew Board (That's where your characters get promoted, dummy) is on Trumpet Street. From the north and of the street and going south, it's the second building on the left. The starter dungeon

mentioned in the instructions is in the southern end of Rakhir Street, and goes by the quanti name "The Scarlet Bard" Underneath the in its large wine cellar, and to get to it, one of your characters has to ask for a drink Which one? Well, you don't get alle in a wine cellar, do you?

That should be enough to get you going, and before long, you'll be well on your way to destroying Mangar. There are still all of puzzles and stull set there to stop you getting anywhere, and so Playmasters now brings you lite most concise, will

Informative hints guide ever. To enter the Temple of the Mad God, utter the name Tanan. In the second level of the Mad God is Temple, and the Soutwest area like you would a Great White's kiss. The area contains a spell which locks everyone in time, and is inescrapable. Sit on the



Graelings all ye who raid this passage, for if ye really residesh halpen tha trillog of flandfishly tricky PROS from yenice abased social house house interplay then fret no more, for what ye have le your hands is probably the most halpful batch of tigs to get ye started on any of the series, and there's seven some more advanced tips thrown in too. So on we go, with Tony Dillion's to

#### BARD'S TALE HINTS

throne in Harkyn's Castle lor a greal reward. A secret exit to Mangar's domain is situated by ascending the stairs on the third level of the sewers, end using a certain Onyx item. More I cannol say Well I can'l give the entire.

game away, can I? Not only do Playmasiers bring you line hottes! Ilps around, we also call in the experts for that more personal louch, and what bigger expert on the Bard's Tale series, than the director himself, Brian Fargo Take it away. Bri.

"You wan! a couple of helpful hinls? OK, well one of the most important I hings you're going to need is a 3rd Level Soncerer, to cast a healing spell, and the quickest way. I find, is to send out a small party fless I han 6PCs] That way, each character gains more expenence, making hem go up levels faster You wan more? Um, all inght the monsters are a lof harder to kill, so if you don'l fance to fighting any, run infol he Adventurer's Guild, and run oul again, and vode, al's daylime again, 18 [ha] OK?"

More from Bri later, but lirst

Turn The nage for





THE WILDERNESS

Starting Bard's Tale 2 is, in effect, a lot simpler than BT1 Finding your way eround the city of Tangramayne is a cinch, thanks to the everschelpful map enclosed in the instruction. One problem you will most

in the institution, of the problem you will mad definitely discover is finding the other lower. Some key locations are quite small; so you may find yoursell running around, all to no await. Shill, weep no more, for if you care to glance around, you will lind no less than a map of the Widderness, with all key Cocations and chies marked, locations and chies marked, south and law of the control and could similar to shill, and on the control and could similar to shill, and on the control and could similar to shill, and on the control and could similar to shill control and the shill c

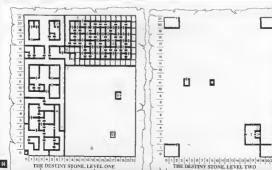
The Ihird level of the Dark Domain (the starter dungeon) is a wraparound map. In other words, walk off the north end of the map, and you reappear at the south end in answer to the model, the master of the mand's Mangar When laced with the message "Irings change unnoticed, and not always for the better" on the litest level of the tombs, you'll lind that you've been teleparted down a level in Dargoth's Tower, a's better to burn, You'll know whall

mean when you gelloil) The battlecry is "havok" Phew, try saying that lot in one breath As usual, if that ein't enough, here's Brian. "The Destiny Knigh? Um,

well, ask the sage about everything you can think of the can reveal some pretty amazing things. Another one? On the later dungeons, the monsters are so good that hey can't be hit in hand to

# THE

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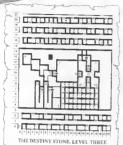
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### M asters





#### 3- THE THIEF This is the biggest and the showing you all the quests

hardestoul of all three. The Review Board is four peces north end 14 peces east of the city gates in Scara Brae Advancing levels is prelly easy all rist, because of The large emounts of experience gained in small battles Ideally, you should am for al least 14th level characters before allempting The starter dungeon in the Med God's lemple. When you are ready, Though, go to the Temple (it's in the city square) end tell the priest CHAOS Yee, I know you are lold to lell him TARJAN, but thet's a complete weste of time. Try if, end you'll see whal I mean When you do reach Brilhasti Ap Tan, kill him instently with a spell, whilst using the FAFO spell to keep the dark quards awey Bewere of them. They

Once you've done all that, and heve got a chronometer then it's off to the dimensions you must go Somewhere on This levout is a nice little lable

That must be carried out, as well as where to go to teleport lo lhem A couple of finel general

hinls Recruil Hewkelayer when you meet him Always Iry to have Flik's Instent Slaver in your party Remember in some lights.

safer to run, Here he is again, for the linal lime, back by popular

replenish spell points. Also, There are certain pleces il's eesier, quicker, and a lot where your band can learn to be said is, in the immortal

#### FATE

giving everything eway. Let The megic charactere use the new songs " All thei remains parting words of Brian Fargo 'Happy adventuring, and



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# Y asters

Helfo! Come on In. Why not sevour some a la carte tips? And what e veried end teaty pot-pourrie thara is this month, with Bards Tale hints and tipe, a Mickey Mouse map and tipe, as well see plethore of POKEs and cheete.

If you have some tipe, a map, some POKEs - or whetever you think could help other

compurer gemas players - send in your atuff to: Julian Rignall. Playmestere, C+VG. Priory Court, 30-32 Ferringdon Lane, London EC1R 3AU. Don't forget that there's bundles of eaftwere on offer to the sender of the best tipe - end that could be you!



As elweys, when you send in your tips, don't forget to state which machine your tips ere Inc. And if you sand in POKEs. give a detailed description of how they should be entered.

ere in order to Kenneth Brady ol Dublin and Robert Hayden of Linge for their excellent tips: bundles of softwere are et this very moment being

VIRUS (Aterl ST) One of the most difficult things about this game is getting to gripe with the control method, However, If you're a proticient hoverplane pilot, you should find these tips from Robert Heyden useful . Drones are the tricky craft.

to deal with. When you spot one, track it down at low altitude, then climb rapidly and ahool lowards it, it might respond to your attack, but could easily get bored end trundle off in search of a tree so it can mutate Mutated drones are dealt

with In similar lashlon, but bullets across its flightpath. If you miss, drop to low altitude and repeat the move

Fighters are tougher, but can also be dealt with in the aame menner - or you could always use a missile it you're teeling perticularly lazy

Seeders are pure cannon and blast them to bits - just be careful not to lly through

Bombers are a priority larget - they rapidly deploy cannisters of concentrated virus. Fly at high eltitude and swoop down, blasting as you dive. It takes a lot of practical to be able to complete this.

GAUNTLET II (US Gold) Following on from lest month's Gountlet II tips: rooms. Thanks to Kavin Suimer of Gremlin Grephics for the help! At the beginning of some

here's how to enter secret



A Asexy Cybernold Cheat



Railing Thunder: PTO to Cheati



▲ Marauder – see the Commodate Cheat.

screens is a cryptic plue which should be solved to enter the secret room. GO ON A DIET You'll have

to experiment with this one. bul either nat two or I hren

SAVE SUPER SHOTS; YOU ten super shots - so collect

ONE emulet last thing end don't lire before you exit the USE TRANSPORTABILITY Lisa e

experiment again)

BE PUSHY: Experiment time again - push either two or three moveable walls onto on exit or trensporter and destroy them

DON'T GET HIT Easy enough - evoid being hit by monster's missules By there way, there are Iwo different secret rooms, and you can't enter one until

vou've passed screen 12. MARAUDER (Hewson) Okey Commodore owners! Boot up the game and on the Commodore key, Q, 2 and the space har and the words Cheat On will appear at the bottom of the screen. Start the game and you'd find a rather easy game. Thanks to Kenneth Brady for that little





Watch out from above

CYBERNOID (Hewson) A bit of an oldie lip, bul just in the keys as Y, X, E, S (In Ihal order) and a host of ships are yours for the playing and destroying Cheers to Kennelh Bredy of Dublin for

Ihal C64 tin GARFIELD (The Edge) More C64 sluff - this time a reset POKE. Load the game. resel the machine and type POKE 25 389, 173: POKE 25 370, 173 (RETURN) and Garfield will be endowed with unlimited awakenese and food. By the way, if you don't know how to resel your C64 go and buy a rosel switch (look in the classifieds) or buy a cartridge (Eveshern Micros. Datel and Trilogic ell have them), if you're e C128 owner, just use the reset button next to the ON/OFF switch - but don't lorget to keep the Commodore key pressed as

you push the button. BETTER DEAD THAN Malihew J Howkins of Leamington Spa has a convoluted, but effective way naff ST game Select two-player mode and innutoptions from the menu. Move Type in the required keys. Now do exactly the same for

lo gel extre lives on this rather

pleyer one's input choice onto

player two, and type in the regulred keys, making sure they're exectly the seme as plover one's Press escape Press your chosen key for right and both ships will move right Keep pressing right until both ships merge and you'll war and twice the lives DRUID II (Firebird) Right, Spectrum owners

Get your tingere into geer end enter the following lieting for unlimited energy and lives.

10 FORF = 65 024 TO 65 031 20 READ A. POKE F.A. 30 NEYTE 40 LOAD ""CODE

60 RANDOMIZE USR 84000 70 DATA 62, 58, 50, 60, 117 80 DATA 195, 0, 111

Load the very first part of the came, switch off the compuler, slop the tape. Ivpe In the listing, RUN II and press play on tape to load the rest of

#### ROLLING THUNDER (US

Goldi Rolling Thunder is quite an apl description of Gerry Williams. C+ VG's suet-featured Ads Manager - his great folds of The office. I digress. This little tipiel, supplied by Kenneth Brady of Dublin, let's you choose what level you want to start on, Just press F1, F5 and F71ogether and then press F7 to pick the level you desire to

play. That's e C641|p by the Way GUTZ (Special FX)

Another Spectrum Multileca 38915, 62, Resign the game and you'll have zillions of lives Well, an infinite number ectually. Meny thenks to

Edward O'Donnell of West Lothlan for that TARGET RENEGADE (Ocean)

Once again it's Multidace time egain. Loed and slop the game, end tupe POKE 63760 255 for loads of lime Thanks

STREET FIGHTER (GDI)

This is one of the simplest ST games I've ever encountered - all but the last opponents can be defeated by using the crouching kick. The last one crouching kick - bul you actually have to jump when he huris a fireball of you. Wow! C'esi le challenge formidable

GRYZOR (Ocean) Brendon McDonogh from Chez No Fixed Abode has out together these very useful Gryzor tips, which should be relevent for ell formete of the game - end even the ercede versioni LEVEL ONE

When you slert off, hold the fire bullon down and run ecross the top path. When the mounted gun just before the bridge scrolls off the screen shoot the scatter and collect end press space to jump down into the water Welk wilhout slopping until you're out of range, but watch out for The soldiers shooting from

Jump Iwice to get to the top pelh. Blest the lop emplecement when you reach the end screen, then jump down and destroy the middle one Be careful of soldiers during this time. emplecement and you'll linith the level, Easy! No things get LEVEL TWO

If you still have the scatter gun, this level is pretty easy. If you haven't, prepare to battle. The lirst sensor is all gun sight, so simply stand and blest - only avoid enemy quatire if you have to. The blast and blest again. The third sensor is between two repeatedly, only dodoing if an enemy soldier throws a stick grenede. The linel sensor is high up so you have to jump and fire at the seme time



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# y asters

#### LEVEL THREE

Scatter gun owners shouldn't find the going to tough here The wall in front of Gryzor opens up to reveal two mean scaller cannons and lour sensors The cannons lire every len seconds, and you have to be ready when they do; sland under the left hand edga of the left sensor, and the bullets whizz close by bul won't harm Gryzpr. In belween Ihis, blest like crazy and Iry and take out the rest of the machine. When the scaller duns are left, go to the safa place and blast upwerds Repeat by going to the right edge of the right gun. Now a silver Ihing eppears at the top of the screen and psclintes from side to side, launching firebombs. Avoid These and shool it - il lakes practica. bullry and adopt a point, shool end run lechnique. The next part of the section is similar, but men run from either side of the screen Stand under the opening doore end gel two shots in as they open, run and take out the I wo men I hal run on Go back under line doors again and repeal the move When both doors are blown. repeatedly shool the top or the construction and It'll

#### evantually explode LEVEL FOUR

This is very similar to level two, except the sensors ere in different places. Use the same lechniques, but make sure you don't daily around lime is short

#### LEVEL FIVE

Similar to level three, only harder. There are three sensors at the lop of the screen, which fire at where you're stending - so keep on the move and don't return to the place you just left if the scalter guns have just fired There's no real lips to give here - it's just a case of dodging and blasting. When the sensors are destroyed, four silver things appear at the top of the screen and move back and forth, firing You can only score a hil when they join logether in pairs, so watch to get your tening right. nip in, blast and dodge their

bullets. Practice is of the essence, but once the timing ie sussed. This formidable-looking lask is

#### lay. Well. aesy-ish LEVEL SIX

Set on an icy wasteland, soldiers are dropped from a molhership and proceed to attack - if's very difficult to get I hrough, and usuelly a life is lost in Irving to do so. Take the high road, and when you See e sniper, duck and blast him Just off the Irack and

switch off for a second every so often, so slay elect and move whenever you can At The end of this an invulnerability edd-on flies by, so shool and collect if and run Ihrough the remaining barriers. At the end is a haed on a pipe, which should be shal repealedly and quickly

#### HUNTER'S MOON (Thalamus)

weers off to finish the game Arriving ruel in time for this month's tips section are e few POKEs for this fabulous shoot em up from the author Martin Walker. Loed and

before the invulnerability

raset the game (using a reset switch, for nothing alse will do) Enloy BOVE 16101.5:POKE 16106.6 (RETURN) and restart the game with SYS 6412 (RETURN), A secret unused sound effect is activated. which sounds alarmingly similar to the noise used during the shower scenn of a femous All red Hilchcock film Mosi Hunler's Moon players should already know that pressing the 2, 3 or 4 keys on The title screen in conjunction with the line button starte the game on that favel Wo-e-II, if you resel the machine and POKE 65 99, number from 0-15 will let you elart on any of The lirst 16 levels (depending on which number you used) by pressing key 2 at the start POKE 6618, 0-15 selects lavels 17-32 on key 3, end POKE 6632, 0-15 selects lavels 33-48 from key 4. Restart with SYS 6412, and slart from your selected love! by pressing the relevant key

as you slart the game. And

gel raady to rock the join! . .



▲ If you've go! the gutz, use the Spectrum Pake

blast the sniper who's on the slightly higher level (use angled shots). Jump up, lake man who follows. Fall down to the bottom path and walk right up to the eniper, shoot him dragonally, being careful of The soldier behind you. Jump up and shoot the laser add-on That thes past. Walk up slowly until you see the truck, run to The far left and let & have 4. After it's destroyed, walk on and until the giant soldier appears, Then lie down WITH THE SPACE BAR HELD DOWN and shoot. If it lires a middle shot, Il'il cass overhead, a low shot should be avoided by standing up when it's very closs, and Gryzor jumps over it. When he's been deall with, walk on and fall through the gap. The yellow blobs expand every fire seconds, so jump when the opportunity erises. Walk on until you sea another giant, and follow the same procedure as before. Naxt comes a deadly passage with electricity zapping from the roof to the floor. The charges



ck ass with a Speccy Pai













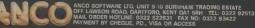














Let'e get the eie bah reiting shell we?

Take o betchere at the obote. We've get all lesse to
give away: a feotbaf, is baseetball, an American tootbaf,
o baby American laetball, o cricing last, a softball, is
backey half, a squash ball, golf stills, glog goop ball,
ordelbay ball, form talls.

backey fails, a squada mail, gour stoke, every cross move, apadilagy shall, from soils ... You sell be selectore. Even some shalliscocke for done and reason. In a sociation dure of sirte, were so every sail agrees. All those come country or to go budget from Alterecitive, to exhibites the seconds of both American heldall game Edizane, the binds edition to a note range of courts show. You're booth both some some call causes of them; football Francy, indoor abooter, Gritchel Grayy, Norzali, and the second of the second country of the second count and mags-hil Sector Bass. Endower fallows a simper management-type formel to that bast sallor, and looks in he not of the big 9 bil sellers of the coming mobils.

1) Hom many footballs can you see on the unline intay sheel for Soccor Boos?

2) Who was the last Superboud? There will be on the break — first non out at the 9st gets ibe priza.

iond your entries to: C+Y9 Sail Competition, Priory

Sour year marries (i.e. 7-19 and construction, 1707) Court, 30-32 Farringdon Lane, Louden EC 19 3AU. Write wife a bull point sen, der'l balls il up, dud send year suiries now. The ball's in year court. and don't, whatever you do, forget to specify which formut you want your games — GA4, Specty or Amstrad.

Ssms \_\_\_ ADDPRES Compaise Answar 1. insmse 2.







Fram twa giants cames a giant name... Pepsi and U.S. Gald lounch the mast anginal camputer challenge series of the century. The Pepsi Challenge Mad Mix Game is an addictive, colaurful extravaganza of ghouls and demans in the most spectacular traditions of camputer entertainment... with a little 21st century trickery thrown in to torment you. Match your changeable persona to meet the metomarphasis of your mysterious adversaries and you! flind there's hardly a secand to spare as you try to outwit, autigun and autrun their outry outrageous behaviour.

And mast importantly, The Pepsi Challenge Mad Mix Gome has been specially selected to lead the Pepsi/U.S. Gold Camputer Challenge Series. and if you want to knaw more about this oppartunity, watch the press for details *Better still, buy one and gain* 

entry to the most exciting challenge of the century).







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# RCADI

A tole of two cities this month, with two new cute titles, Dynomite Dux from Sego and Joleco's Legend of Mokoj being offset by the lotest in arcode violence, Cobol. Clore Edgeley brings you this report.

# **LEGEND OF MAKAJ**

Legend of Makal might have pretty dreary graphics, but don't let that put you off the game which is a reesonably fast-paced ercode adventure in the Ghosts 'n' Goblins style.

The story line is pretty notification through — on sucod yearly ago to rescue someone or other however, and ago to them, year'tequing to how to trovial, sochrous could, sochrous between beddie and the social body on the social social property and finding the letters of the spell which will defined the evil writter(d).

The Man Spring of the gones is the year serve to be in centred of a barrior, and if shar's not on givin have been been as constructed in the control of the

Jump up the he ensules at the tree and white year leading the tree and when the period to the period the period to the period the period the period to the period to the period to the period to the period the period to the peri

before the starts, some unforcessaries from a measurable called a on. It can't shough, At times, the would behind the counter night volunteer informations and risks and any other messages will be across, in this way you learn to look on the top of trees for keys, and of which forms in the looghs of the light of the look on the top of trees for keys, and of which forms in the looghs of the Port of which forms in the looghs of

Once you've medis your exit

o'll be thrown immediately

A Greib that transure o



▲ She's the one yea've got to rescue.

howk into the from Knock off a

book into the tray. Knock of a few more gribbles and you'll soon come across a door which is abviously not a shop. Enter this if you can — you have to have the right object — and you'll tran smock into a misindure succers who'll give you the first letter of

The end of level measter — in this case I'v a serve freight in the cooling droid — costs a silvery net in your direction belowed by a tream of rysalithe below of the cost of



A It's certainly as upkill struggle.

worder off two the undergoweth. And then off on the more of the section of the se



# DYNAMITE DUX

seasoin game within and the width of the course Seasoin the season and dynamical to fail growth of the property of the season and dynamical to fail growth of the season if you can see eliminate the your felands are you pleaying seasonships an add after any words, you can be season and the s

The warriety of braddies is on enrilless source of inspiration to anyone wanting to get fine certification states with the serious properties to be source into the statest, their sens flapping wildly with every hop. Dog heads soor at you from ground level, yapping round your heast, cots wearing protective interest and whitzing around on wildly

rary missilet.

ese harrer filled

ask only for those

quacking in desperation. Your quast shorts all shirilly in the elids of same forws. Client streets, no grotings and pleaty of monifers. Soon signs appear of monifers. Soon signs appear of monifers. Soon signs appear out on the track with on even more aliny fighters than the ones obvious ground, Staffer eventually sipprior and you feel despensably for these cash you can be tracked and provided the same of the same of the same short soon and the same short soon and soon seems of the same short soon and soon seems of the same short soon soon seems of the same short soon seems of the same shor

That did it for one, I got shot straight in the guts and fall in a sidiculous bundle of feathers to the ground. Luckily there is



THE STATE OF

AGAIA 2117

Inter of the shown spars, cit and the city of the shown spars, cit and the city of the cit

# ARCADE ACTION

olways awather life and with a determined quock, Pin, or was t Bin, leapt to his feet to attack. Success Armed with a bazanta, the rest of the nutants fall into disarray. That is until the end of level mauster, a towering column

of flame, appeared
Shaped like the British Gas
symbol and equipped with two
huge eyes, the flame advanced.
Like lightning I dived for a nearby
water pistol and let him have it
where it hurt most Psssssatt He
storted to shavel and then with a
burst of euergy overwhelmed me
by spitting aut lots of missi replicas

of himself.

The bottle of the fire mousters continues for a long time. Problem is you keep getting overwhelmed by the flomes, drop your trusty water pistol and howe to star agoin. As you can imagine, a bazzobe is no help at all in this rother heated situatiou. Eventually you'll fight clear. The flame will fizzle out or dry ou can

storm onto the uext level to

continue your daft quest.
The graphic in Bynamire Dux
are delightful and the game's gat to be the cutes thing around.
Real control figures acting out a mad and fantosts control. Sag must be congratulated. The game makes of un break from the serious business of pulating space craft, blosting allows and single-hauded, armed only with hairs, waying out whale

If you want samething whacky and you're not too fussed with blazing the trail of heraism theu play Dynamite Dux It might not be macho, but it's a lough.

# CABAL

A game which uses the roller ball cabinet al Cambat School and is played an the lines of Operation Walf has got to be interesting Cabal, a rooring battle against the might of the enemy, fits the bill

In fact has is one or two player game with simulianeous play for the secoud commando. Stude at the battam of the screau and only oble to move left and right you have to knoch out advancing enemy troops by roller balling your sights onto target and then hitting the trigger of your machine

You're at a distruct disadvantage if you cou't shoot stroight in this crozy light against the odds. The enemy come charging down the screen at you

You're in the open now and the only thing left for you to do is shoot better and quicker than them so that you can move onto the next level and have a quich breather.

The controls are very clear. The controls are very clear. The controls are very clear. When the roller boll is span to the last and right year cheroder vow. The controls are very clear to the control of year commende and these can be no ved up need cheve before the control of year commende and these can be no ved up need cheve you called the boll the some way. So playing the game you need to keep on any out of the position of your character — you don't work him to stop a bullet — while of the same time positioning the hights on your reak torque. Need the control of your character is not some time positioning the hights on your reak torque.



Kuii Destroyi Muutil steolth aud sheuce.

Same as

A Just you, and a few million rounds of ammunition



with two players, Cabalis a must

for commoude freels. The battle

autsherts of the jungle on the first

level you belt off rute the distance

soon hots up Leaving the

A To a out that allo

On dying, some soldiers leave behind grenades which you can run aver to pick up. These are great for destroying buildings and any tanks which come close euough.

waving your gun in the air and Fost and addictive, especially kicking up your heels. Samuch for

The next level takes you to the gotes of the enemy compound, and boy is that heavily gourded they wheel out the heaves to meet you, truckfulls of soldiers, tanks and snipers. You're kept protty buy and even busier when you reach the HQ itself.

Baildings must be smoothed, sensiny jets must be grounded, hust ronks exploded, and howening choppers kuacked out of the ables. As the screen and objects advance towards you, you will accasionally be able to had behind objects though these crimodes are the most switched form of defence in a but spot of they are ablest on most switched and they are ablest on impact.

I thoroughly snayed Cabal and even though I'm a matnously bad shot I found it a real chollenge. The game with sour levels is extremely addictive and sets the adrenolin running. It might us be an original, but what better commaudo theme to resemble than Operation Wolf.

Il you sput the roller boll very quickly your chroncer will be come of the control of the contro

character will tall sprowling occoss the path and at this pair the graphics suffer from a small flicker. It's not too bad and the rest of the game is very dear and drawn with a good sense of perspective and detail. The sound isn't too bad either — a good seuse of perspective and detail. The sound inn't too bad either.











# Azlec

Far thase of you hankering ofter mare Fantasy Zane. Aztec Adventure is very much in the same mould and has a similar feet and laak to it.

It is a one megabit cart (128K) and is a one player game. The scenaria has you in a lierce labyrinth (2) searching for the long last Azter paradise. There are ten rounds and eleven stages ta

You take the rale of Nina and you can pick up same delensive help along the way carrying ducks and discretely around and they are a good black if a nasty heads your

The nasties came in all shapes and sizes: bug eved frags, leaping taadies, demonic cats, ratating blabs with antlers, pad-spitting plants and nasty buas ease you up! You can use your sward to kill them (they can leave various weapons when

To help you there are five types of weapons, money, bambs, haming missiles, faur all start out at zero,

Whu is mouth! There's a quartet of here signs century are investigned in the lang-evolited convertion of the new martial arts areade machine, shimble. There's also a street preview of some het new PC Engline titles, including R-Type II and Galaga '88 - and they really AEE het - as well as Britain's only Games Consale Highscare table! What are you

# and the mare enemies killed the mare you can fill them up, Gameplay seems a bit slow at first, and to progress you



Yet another good reason to ga and get same 3D specs This rates alongside Harrier 3D for the strength of the 3D perspective, it works very well without on

reservations. You have to battle your way through a labyrinth which is made up af five areas (Meta), Rugged, Jungle, Ice and blaze] with each area having four levels



most things within reach. The

sides of the screen and you have to be prepared for just

an Aztec feel tait, the tunes

enhance on already well

about anything to hit you when the next scene scrolls dawn. The graphics are nice

A More Ho

and three sub-levels. Ta get from one area to the next you have to collect a key

the likeway selling don melt one of your three lives. To you and metal bars to

is lucious to the eye it does not

- ► GRAPHICS ► SOUND
- ► PLAYA8ILITY ► OVERALL

hostage in vorious parts of o

The game storts with an

YOUR BOOK

one megabit cart and is due

thirty levels Ithere are lifty

test your molar strength (o

► GRAPHICS

► SOHND

► PLAYABILITY ► OVERALL



COLUMN TO

screen (lovely effectil)

▶ GRAPHICS

► SOUND ► VALUE ► PLAYABILITY

► OVERALL

The latest news on the PC Engine is the launch of a CD ROM unit. The patential for game with this odd an is staggering, imagine almost instant access to gigabytes of

The five Intest cords to fall inta my palms are Galaga 88, R. Type 2, Power League Baseball, Yu Yu Jinsei and

Shanghai After R. Type II could bearly wait for R. Type 21 The good news is that the graphics are as classy as the original as is the sound, but the gameplay is tartuausly hard As if to emphasis this you stort with five crediture starts in R. Type I there were anly three credits

R-Type 2 is actually the last four levels of the original

omparison to the coin-ap it is faultless, it plays beautifully but you must learn the attack notherns FAST and have those reflexes! A nice feature of the game is that if you completed the R-Type I you were given a mission code, this code con be entered on R-Type 2 carrying over your score and weapons on to the first level (that would be level five in the arcades).

The other arcade goody in the five is Galaga '88, on updated version of the

Nomea original. I expected it to be a little ald hot, what I got was a thumb-bendingly addictive bloster (I am up ta level 28). You start by zopping the aliens which filter in strings you can release blue warp pods hidden away in



Manapaly of Life. Up to four neanle can play using the special igystick interface called the Multi-Tap this plugs into the regular jaystick par and allows four other pads to be plugged into its interface.

The game is played an a scralling mop and the dice is simulated by a ralling clack with the numbers one to ten being chosen at random.

The idea is to get to the gool nicking up as much cash an experience of life as passible. Your car mayes a number of steps depending on your dice throw. The staps include wedding, having a boby. buying a house, bank, casing, concerts, school, airplane trips

and various dangers. As your car moves around

WRECKING CREW

If you get to the end, there is a special sequence with a bunny girl showering champers aver you and you get to sit worthing the birds fly into the barizan an a sondy hench with a inzzy tune to keep you company.

the man there are same hig

biplane, flying saucer and a witch on a broomstick all very

sprites flying overhead, a

detoiled and large!

The other two games are Saseball and Shanahai fram Activisian. Shanahai is the rame as the 16 hit board game released a while back. it is very simple to play and quite addictive. It makes a pleasant change to use the ald naadle every so often. Baseball is remarkably good

MACH RIDER DUCK HUNT PINR ALL KUNG FU DONKEY KONG JR DONKEY KONG 3 CHICHIAND GUMSHOF POPFYF BALLOON FLIGHT MARIOS BROS AFTERRUERNER SPACE HARRIER OUTPUN CHOPUSTER HANG ON BLACK BELT SECRET COMMAND TRANSBOT QUARTE ASTRO WARRIOR FANTASY ZONE FANTASY ZONE 2 NINJA WONDER8OY ALEX KIDD MISSILE DEFENCE 3D MY HERO SHOOTING GALLERY GHOST HOUSE

KUNG FU KID RANK PANIC GLOBAL DEFENCE GANGSTER TOWN

54,100 J. Ashworth 72B 100 The Breaker 333,130 Mr Garmont 685,300 Tony Wright

Tany Wright Lee Davidson 231 500 384,200 52.250 Victoria Garmant 231,000 Alex Bell B7 130 Sherif Salama

Iomes Garmant 524,400 447,370 David Walker 10.588.400 Andy Barkwa Andy Barkwarth 42,509,860 Neil Parsans 54 455 720 Jamie Dilasser

2,240,000 Keith Lynch 4,101,780 Gary Waddington Mark Warrior 2 568 200 1.B75.200 D. Gibson 1.340.760 Mark Show

158,400 Keith Lynch 803,500 Mark Lazenby 9.702,000 Andrew Barclay 4,723,300 Brett Colman 116,250 Phil Marley

,099,970 Keith Lynch 2,115,800 Nigel Ogley 246,000 Ben Everett 10,420,240 Rab Bailey 44.300 Simon Fields

575.010 Paul Bradley 1,273,200 Ion Green 526.650 Paul Bradley 125.930 Nigel Qaley

13B.540 Gareth Edwards

# DOUBLE



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 Can you tell me how it's possible that Lalmost think of you as an old friend? Perhaps it's because this is already the

to you OK. I know you get loadsaletters, and you can't nunt them all, but I would annieciate it il vou would print one of those letters.

After reading the July issue of yout otherwise utterly splendid magazine. Lisist felt ah enormous urge to write.

In your review about Agaigghhh Jhow about that los a furny titlet, you said you would give the first person who would write to you telling you the spelling error in this game would receive a free game. Now I'm not going to lell you this error (because I don't know be released for the

S(imply)-Tletiffic) computer Iveo. I'm one of the how nearly one million ST users around on this tiny blue planet), and when this error is still around I could tell you

But that's not what I wanted to say First of all I lully understand that you'll have to check Software for errors, but 1 really think that this is going to fai (or perhans it was meant to be funny?, well if this is the case, then prepare for a lot of laughs...

Mark D Garland P.S. How about fixing me a date Lora Clark Poutlicious

Editor's realy. Hopefully you'll like the fact that are turster Julian Rignall is handling much of Playmasters now, so it should go from strength to strength And sony, Mark, Lora says she's spoken for though yours wasn't the only enquiry!) opinion of this computer le g

· July Issue Computer and Videogames: 1) Let us all look at page number DAMN THE PAGE NUMBERS ARE GONE, WHAT

HAPPENED TO THE PAGE-NUMBERS, MY KINGDOM FOR SOME PAGENUMBERS., lok I regained control over myself) 2) Somewhere around page 15 Comics, the one thing you absolutely can't allord to miss il your buying a

COMPUTER-mag. 31 The review of Football Manager II on page \_\_ ehum just forget it. You know I had to load my copy of this good game, just to convince my neighbour Iwho by the way has an Amigalhall that the screen shots were hot from the 5T version the nearly got a laughing-heart-attack as he saw the screen-shots! although your

reviewer stated that the machine tosted was the STO 41 How are you so fair, still game los a laugh? 5) Well, talking about screen shots, ' How oh earth did you Patton vs Rommel, Gianni sisters and Vixen, did you use a coloui-printer or something, cause they looked very awfull 6) Talking about Vicen of the

ST the game scored the following points: B,6,7,7.7 and on the Spectrum: 9,8,7,7,8 Losally think that the ratings have been swapped (specially when the reviewer said and I quote 'The animation of the main figure is really very good The ST animation is especially good... watch out for the way her hatt bounces'! Am Lught?

7) Are those screen-snots from Beyond the Ice Palace really from the Amstrad? Il they are I'll have to reconsider my

consensabors from Street-Fighter) B) But the 'Play Masters' was a real puzzle for me. Right beneath the first picture (of

Dungeoh Masteri I read 'Justin interested in the champaghe'???\$\$%\$£\$???\$?.

Under the second picture 'The

BIG ED cringes as Justin whips him oh Sidewinder'. Only after reading your Iby the way nice one this one? Winners slav on competition I realised that those comments were meant to be beneath the pictures on that

page Shadowsate (a truly nice 'adventure') Now I know that the Gem used by Alati looks very much like the one used by greater margin the EAT-Mac. You printed a screen-shot from the MacII

Ok that's it for today, when I'll find more 'funny' mistakes in issues to come. I'll let you know Ithe next issue will be on the market. sale on August the 16th, but won't be available until September the 8th Kind regards and Still your Devoted One

Rob Nehpermah

Holland PS I am not an Aucadia, Mastertronic or Melbourne House employee, not am I related in any way to one of their employees.

PPS. Just replace the 'h' with issue 'But then again they ne noticed in the first place." A really nice jokelli

 Me and my mate think you're. Fash and Tyrant, and we really don't give a damn how much fizzy drinks are, nor are we great fans of trendy new delux

Perhaps we've been a touch mean in the past. As from now, the best letter to Mailbag each month wins a brand spanking new C + Vg T-shirt! So new, we're not even quite sure what they look like yet! So now you've no excuse, get writing to: Mailbag, Computer and Vide Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

water pistols. Come to think of it we don't give a pig's left ear about comics. What on earth is a motorbike ad doing in a computer mag? Can you play Space Harner on it? Why lie about being the best selling computer mag? You won't print this letter because you can't handle the cnticism. Tyrant and Fash

Editor's reply, C+VG has always had little bits and pieces on things other than computer games, the fact that we carry ads from other than software bauses shows how senausly bug name companies take both the magazine and the computer games industry, and we say we're the best seller because we are, and now by an even I have been reading your

magazine and have had little to complain about, and though I have read others yours is by fat the cheapest and coolest on But in the March issue there

were two Codemasters names reviews, ATO Simulator and Jet Bike Simulator, both of which were put down, and although this is perhaps lait comment it puts down the Codemasters label as a whole

BMX, Pro Snooker and Jet Bike Simulators all by Codemasters are great value at £1,99 hul you didn't review any of these. I am sute many will agree with these points, so why don't you the letter 'n' page 41 in the July donate a page to Codemasters games to show they are a better label than portraved Sandy Beds

Editor's reply: Are you sure your name isn't really Richard Darling? We don't slag off labels, just individual products if they aren't really up to scratch.



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Prepare to be amazed! Strapped onto the cover of next month's C+VG is a FREE cassette of one of the year's arcade sensations – R-Type. Converted by Activision, the tape will feature a playable demo of the entire first level of the Spectrum and Cammodore versions. 16-bit owners needn't feel left out because we have an extremely generous money-off voucher allowing you to save pounds on the game. There'll also be pages and pages of exclusive reviews, red-hot tips and all the latest news and previews.

And all for only £1.10. It's in the shops on October 15 - order early!

# Ort T Lunch

It's here agoin — the fit' being the PCW Shaw — or PC Show os it is naw knawn, the W having gat lost during its mave from the Olympian heights to the baroniol splendour af Earl's Court.

spendor at can's cour.
The chonge in venue makes
crystal-ball gozing tricky,
even far experienced
exhibitions like myself, but at
least I can pass on same
hamespun wisdom which will
help you get the mast from the

Arrivals: Earl's Court tube station has two exits, so the readers of other magazines will lose vital seconds circling the platfarm, laaking for the right one. But canny C&VG-ies will head straight for the one marked Exhibition (clever - huh) where, tube ticket at the ready, with Show ticket (you did buy in advance, didn't you? clutched firmly in the other hand, you'll rush the barriers and beat averyone else to the stands. Then when they rate up, sweating in their onoraks, you can say very laudly,
"Pity they won't be

deamnstrating that CD ROM again. The 3D interactive adventure with digitally sampled dragon raars was quite something!"

First Impressions: These can be averwhelming. Same people rush wildly around, trying to see everything in the first five minutes.

Me, I stay coal — souther aver fat he neorest bar, where there's always o large contingent of gistiping software people, and earning software people, and earning on what the action is. You can pick up amozing bits of information but there is one problem — the cost of drinks appears to be governed by the size of the show.

Press Privilegas: These are manifold. From the free boaze urged upon you by PR peaple (thanks in advance, you all) to the T-Shirts which not only ensure that you wan't freeze on the way home but olsa allaw you't a apen up o John Minson provides the complete guide to the PC Show In unique A-Z style. The rich fobric of the biggest beono in computerdom is oll here – from the under dressed girls to the over roted gomes. Is it worth the entronce fee?



A Beware of the shaw brobos worns Minson market stall once the bringe is On not to

the show is one big blog. But who to do if you're not a controllist There's no early solution. Esting o fonzine, porticularly if the circulation is one hand written issue, specially prepared for your shawtime lig, will result in twa lingers, not freebbs. Your best bet is a remind the PR person that I taken it is possible to a remind the PR person that I taken is spetty.

aver, to the hordened hack

person that today's spatty little aik is tamarrow's spatty, bug hock and hape they'll let you have a badge at two to tide you over until I grow too old/senile/inebriated to churn out this trash. Hands On Experience: Lots

of this You'll be oble to play oil the latest releases (see next section) – providing you can get close enough to the micros. This is not to be confused with Legs Off Experience, in which a disk micro, monitor, Microprose's flight simulotor, siz – grows

legs so you can try it of hame Don't even think it, punkl Another aspect of Honds

warns Minson
is On not to try is with the
blande beauties who odorn

some of the stands. Ever since System 3 differed as Charlatte and her dancing Harlats a couple of years ago and got it heir plugs pulled by the Whitehouse brigade, things have been mare restrained an we the page there from . Hawwer, should you see one of their foir femoles, stick to Pasking unless you want a y. Poke in the eye.

Nate These bimbos are known as 'Persanality Girls', which seems a little add as standing in a swimsut with a sally gris an your face doesn't seem to indicate much of the afare mentioned quality, but it does lead neally into our next

ne extremely important technical term for all visitors to PC and that is New product. Actually this is several terms, depending an how of's written. New Product is the hundred percent fresh program arms of hardwork that you're

just dying to try/ NEW PRODUCT is also fresh but served with a thick sauce of hype to disguise the fact that its scrag end rather than rump steak. "New Product" is the same one that you saw lost year only naw it's

neoring completion -- honest Crawds: Obviously o populor shaw like PC attracts the masses but nothing can prepare you for the solid sound of sweating badies that you'll encounter. It's hatter than a Cammodare power supply. My odvice? Stay away so that I can get around mare sailly

Na – nat really. PC wouldn't be half the fun without the Bottle Zans element. You can try brute strength, derived from American Faulball, shauting '22 – 34 – 18! Hut, hut, hut!

"22 – 34 – 18 Hut, hut, huī!"
But I prefer the sneaky
approach: "Phew. It's so hat
an the palace stand Morio
Whittaker has just taken off
her chain mail bikini." It con
empty on oisle within
seconds.

One stunt that I've never tried but you may care to is sawagding in your skateboard, getting up on the balcany, selecting a stand and drapping in on the masses from a great height with a truly rad Olite to Hurtchy kamikaze drop! Yo dude!

With this in mind you should be oble to get the most from the PC, but before you leave Earl's Court don't miss Lunch - Spot The Minson Contest. Actually I wan't be that hard to locate. I've given you enough clues os to where ta look olready. And when you finally do find which bar I'm lurking in, oppraoch me (corrying this issue of C&VG, natch) and say, "You ore John Minson and I think you're a genius." Then you con buy me a Bloady Mary and be seen drinking with me as your prize See - I said in

was liggers paradise!



